



"Flute Spell"
1034-231
Final Board

Date 08/18/15

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 08/18/15
- ☐ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Andres Salaff

Storyboard by
Jesse Moynihan
& Sam Alden

Animation Studio
RDK

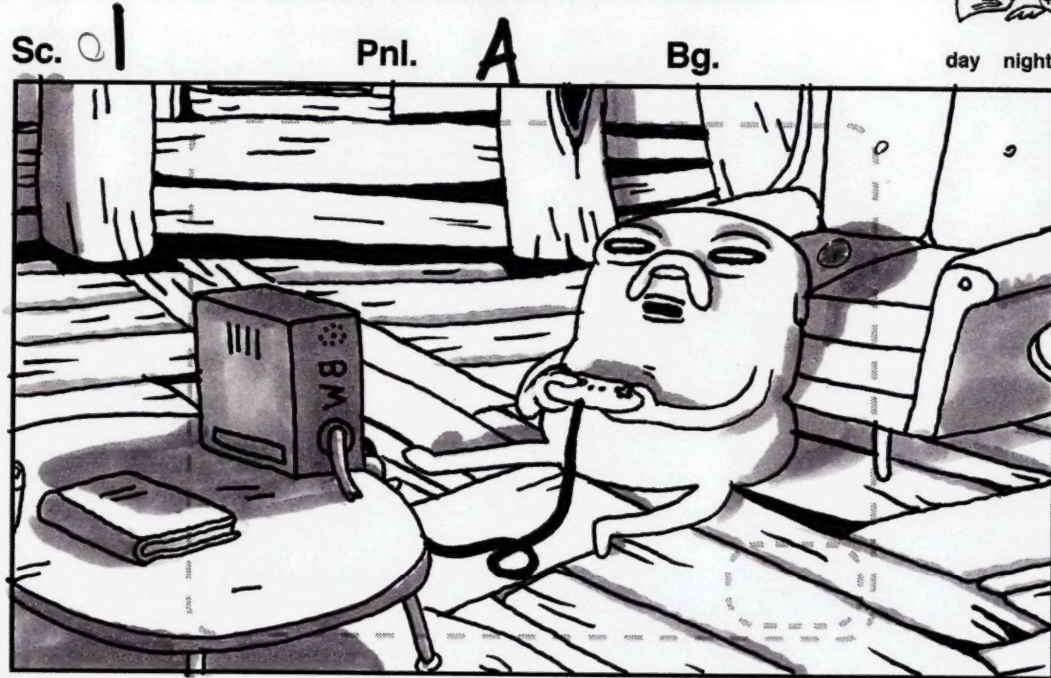
AUG 28 2015

1034/231

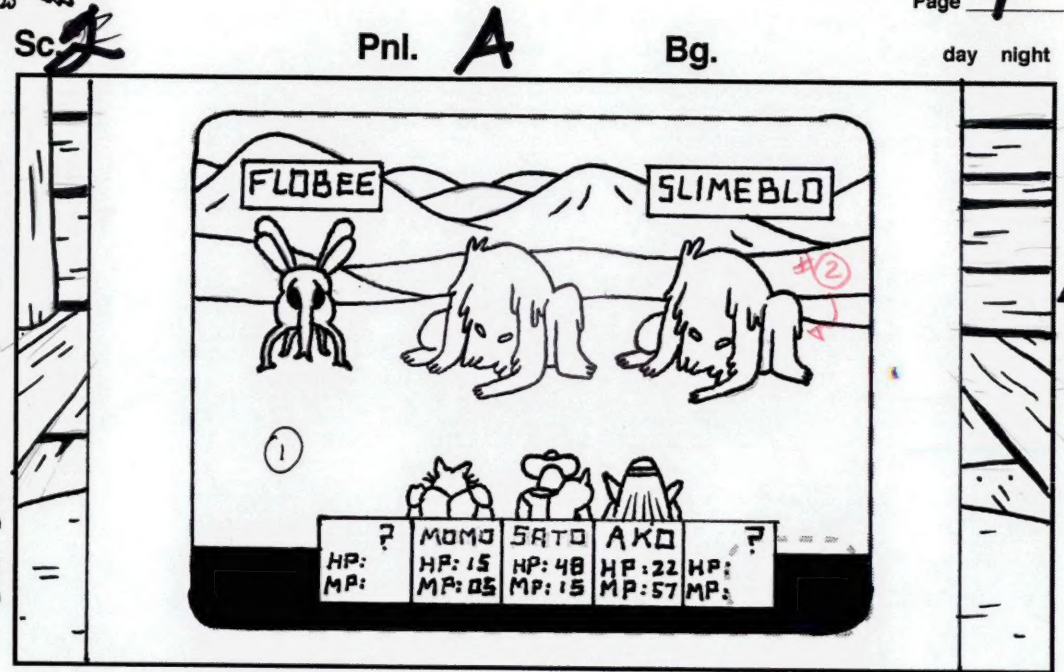
1034/231

1034/231

ADVENTURE TIME



Bg ep 073 id: B0735058_713

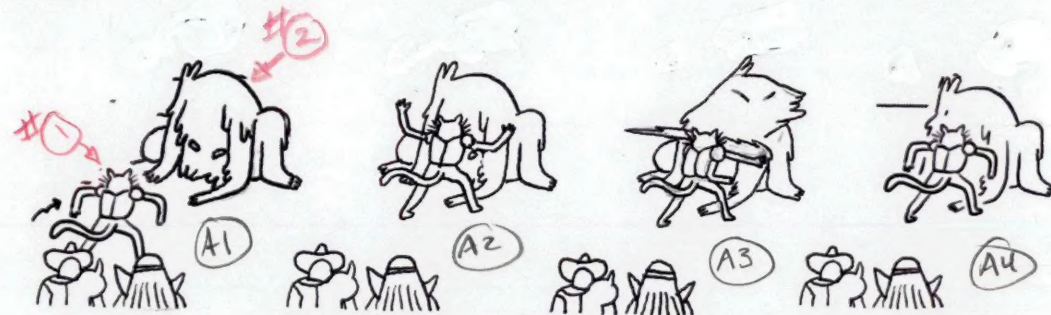


16 bit rpg
style
fantasy sta.
IV-ish.

EPISODE #
1034-231

Dialog: Jake BMO, I've been playing this 72 hours straight.

Jake ^(O/S) can I please save after this battle??



AUG 28 2015

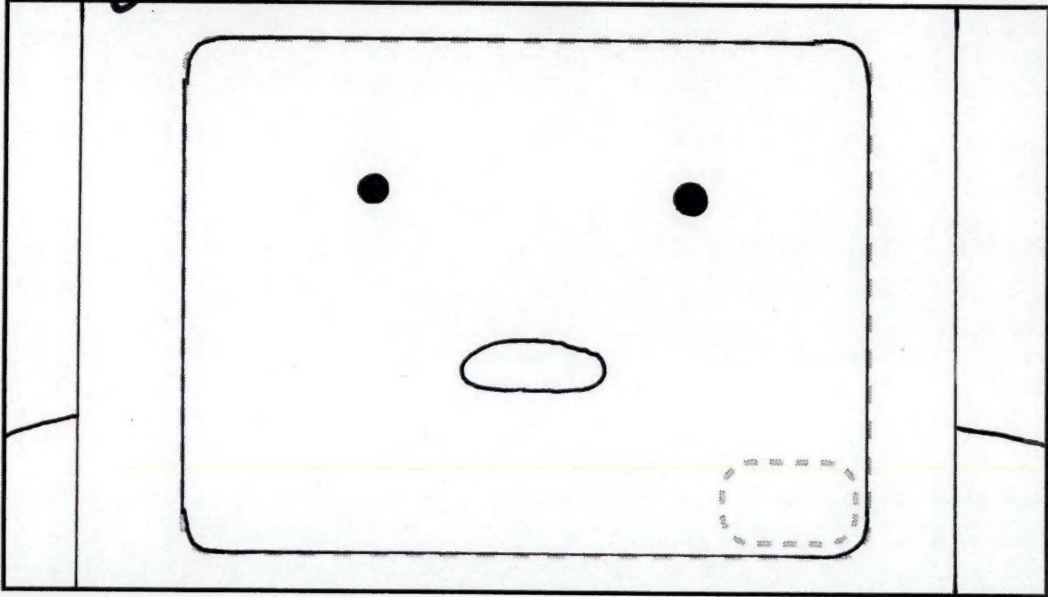
Production:

ADVENTURE TIME

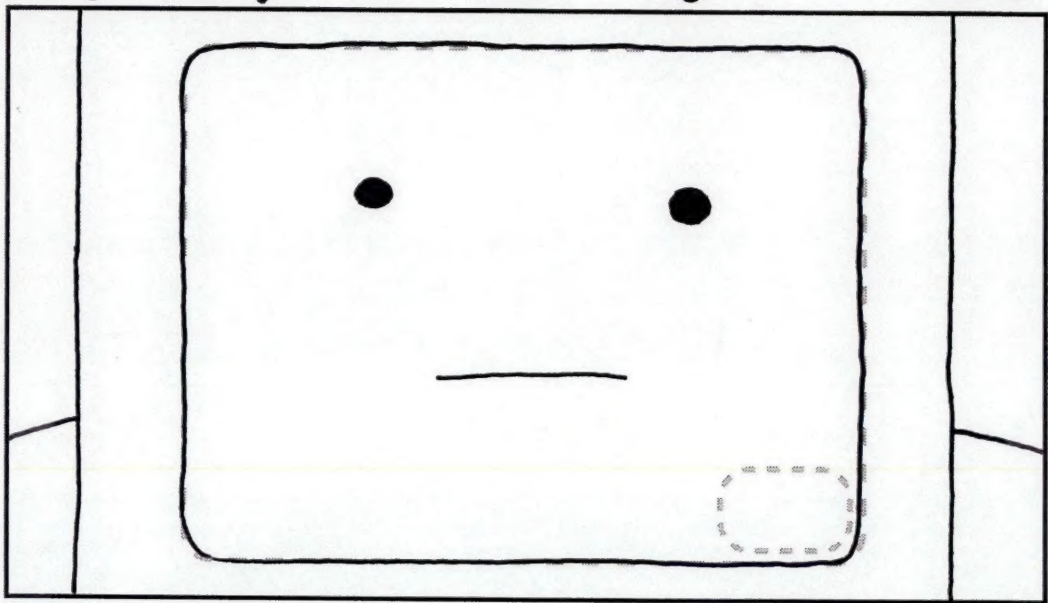


NO SC 3

Sc. *2 CONT* Pnl. *B* Bg. day night



Sc. *2 CONT* Pnl. *C* Bg. day night Page *2*



| | | |
|---------|---|---------------|
| Dialog: | <i>BMO / No it takes up too much brain space.</i> | <i>(beat)</i> |
| | <i>SFX: *Boop*</i> | |
| Action: | <i>- BMO'S FACE POPS ON/S.</i> | |
| Timing: | AUG 28 2015 | |

EPISODE # 1034-231

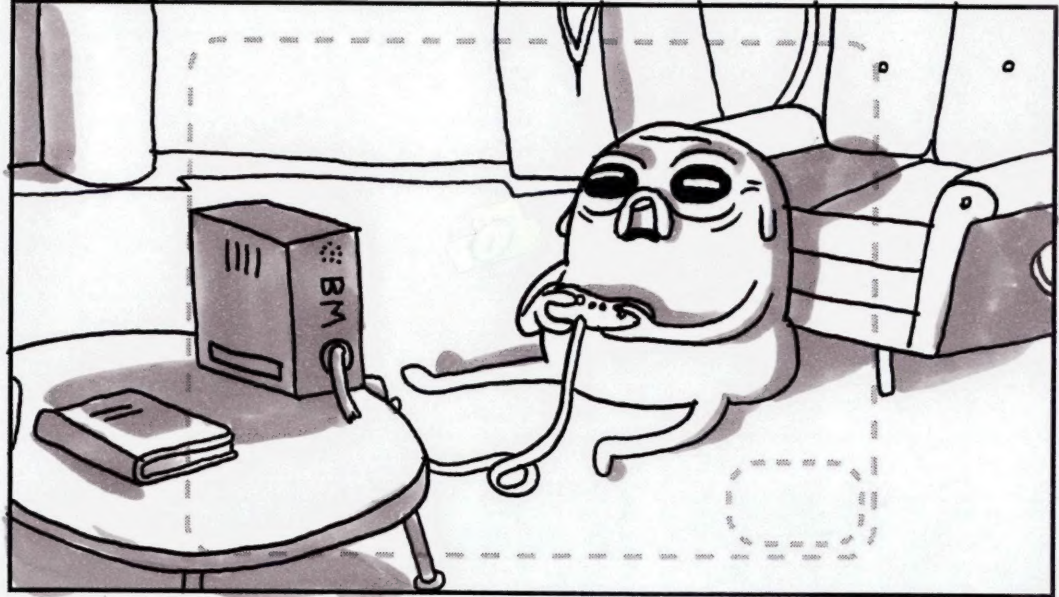
Production:

ADVENTURE TIME

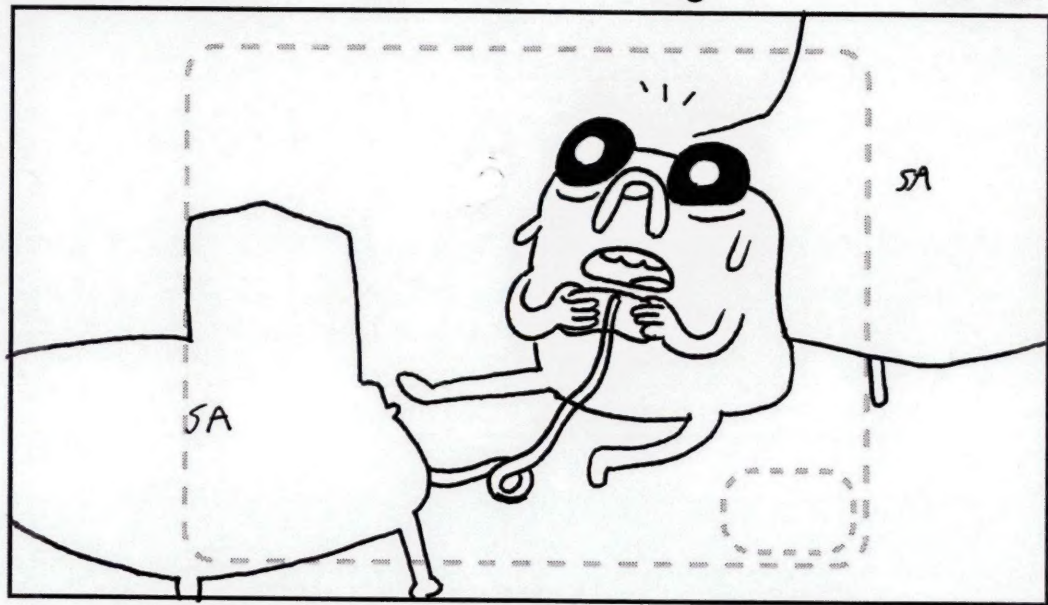


Page **3**

Sc. **4** Pnl. **A** Bg. day night



Sc. **4 CONT** Pnl. **B** Bg. day night



| | | |
|---------|---|---------------------------------------|
| Dialog: | <p>A1</p> <p>J: [DRIFTS OFF]</p> | <p>A2</p> |
| Action: | | |
| Timing: | <p>-J. DRIFTS OFF.</p> | <p>Jake! It's outta candles! huh?</p> |
| | <p>B1</p> | <p>B2</p> <p>AUG 28 2015</p> |
| | <p>-J. JERKS AWAKE</p> | |

1034-231

EPISODE #

1034/231

Production:

1034/231

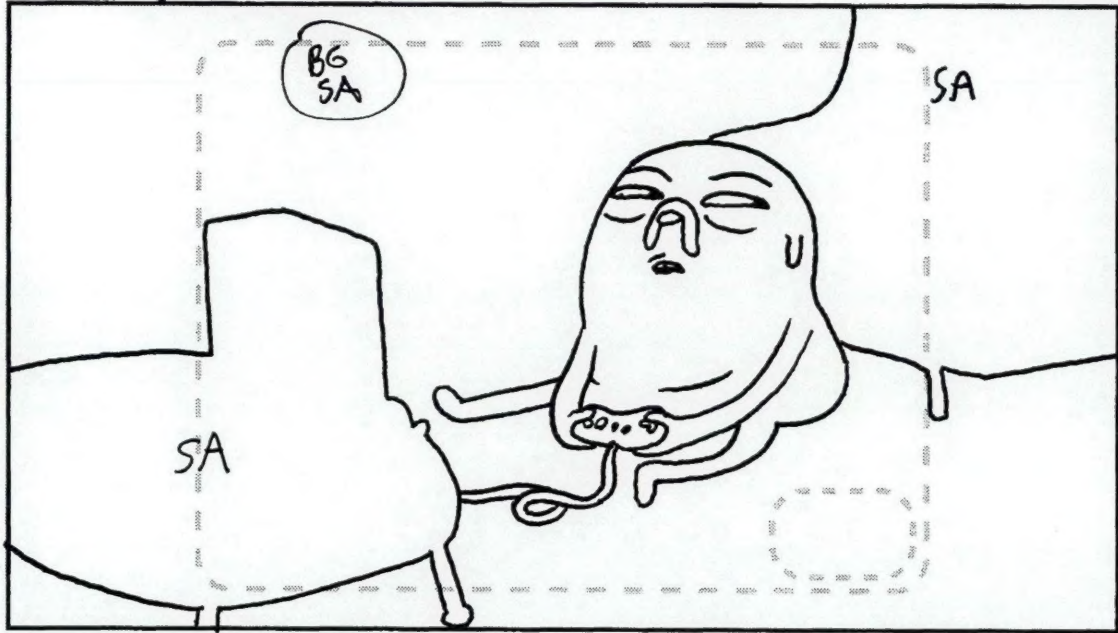
©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

1034/231

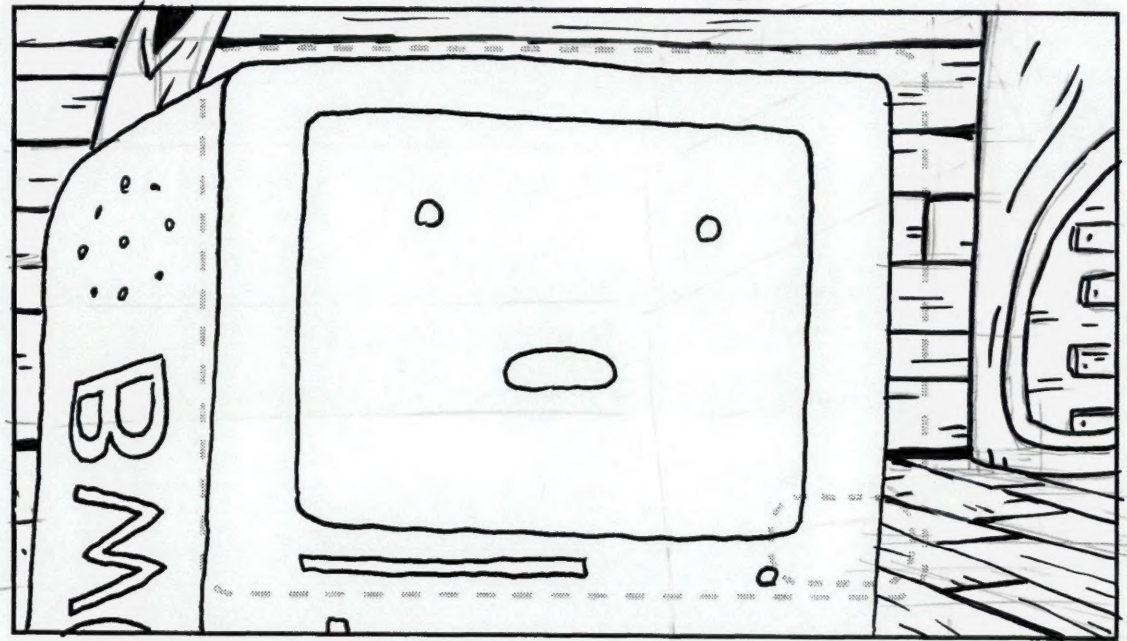
ADVENTURE TIME



Sc. 4 CONT Pnl. e Bg. day night



Sc. 5 Pnl. A Bg. day night

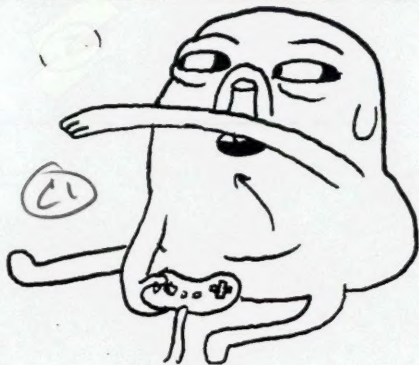


Dialog: Jake Man if Finn were here we'd be doing this in shifts. Oh well let's keep grinding

BMO I can't talk and run this game at the same time.

Action:

Timing:



AUG 28 2015

1034-231

EPISODE #

1034/231

Production:

1034/231

ADVENTURE TIME



Sc. **5 CONT** Pnl. **6**

Bg.

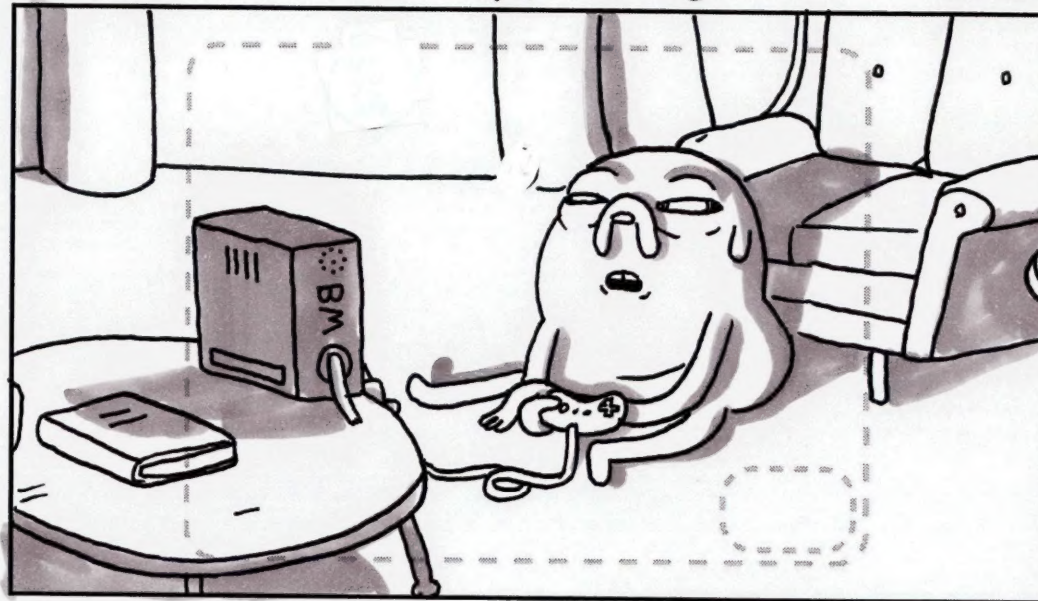
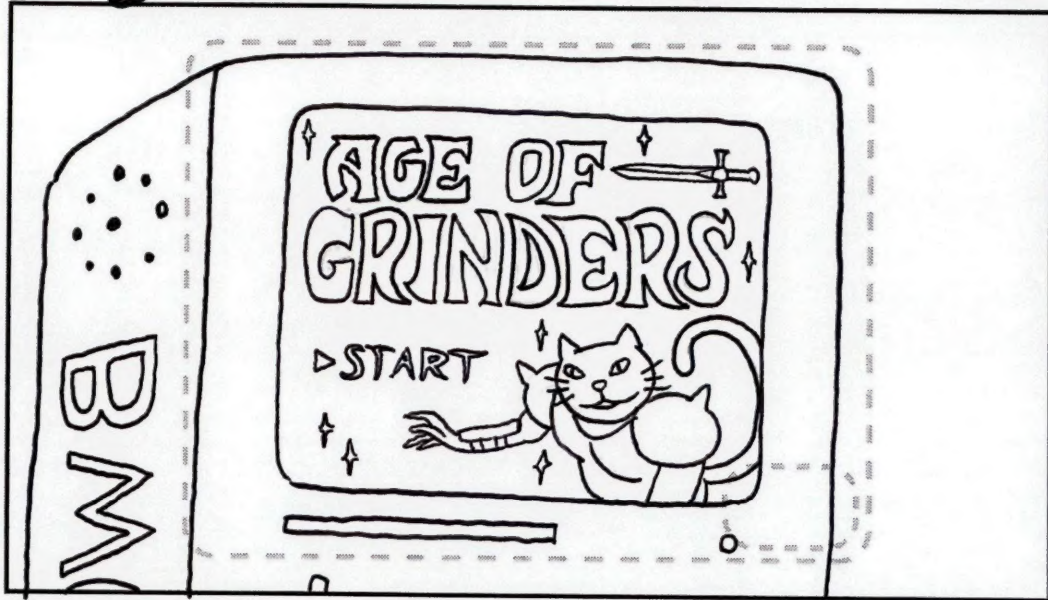
day night

Sc. **6**

Pnl. **A**

Bg.

Page **5**
day night



Dialog:

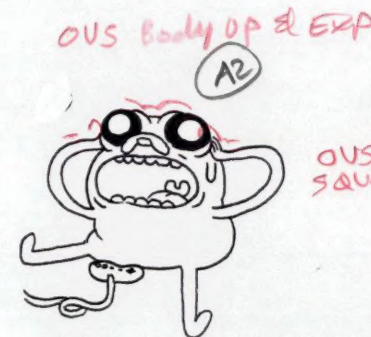
SFX: (age of Grinders theme music)
♪

Action:

- BMO RESETS TO GAME'S START MENU

Timing:

Take! : what (NOOO!!!)



OVS Body UP & EXP
OVS Arms w/
SQUASH IN

AUG 28 2015

Production:

EPISODE #

1034-231

1034/231

1034/231

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

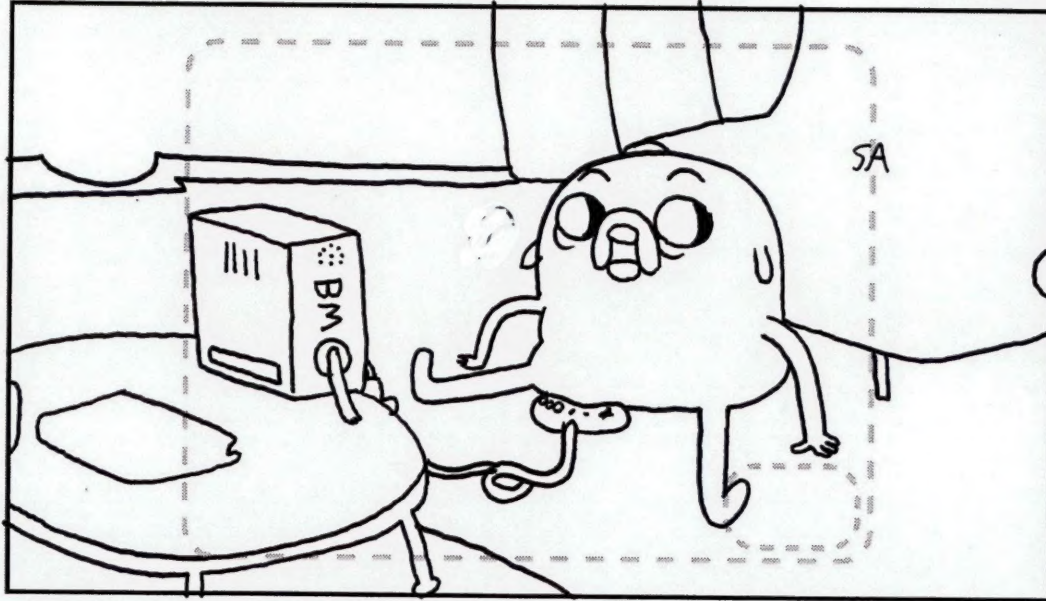
1034/231

ADVENTURE TIME

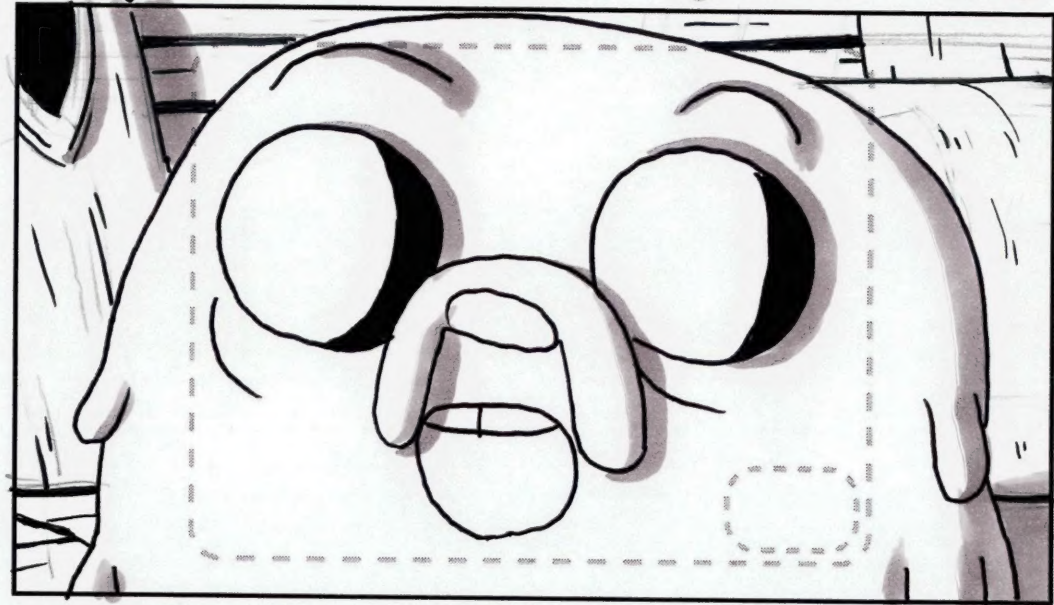


Page 06

Sc. 06 CONT Pnl. B Bg. day night



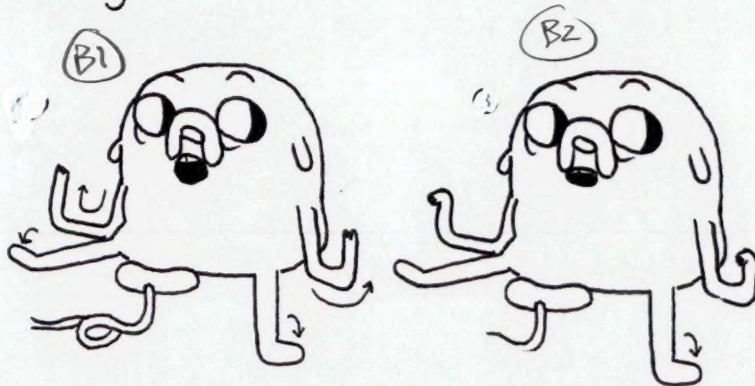
Sc. 07 Pnl. A Bg. day night



Dialog: J, Well I guess that means I'm free
to go

Action:

Timing:



J / I -

AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

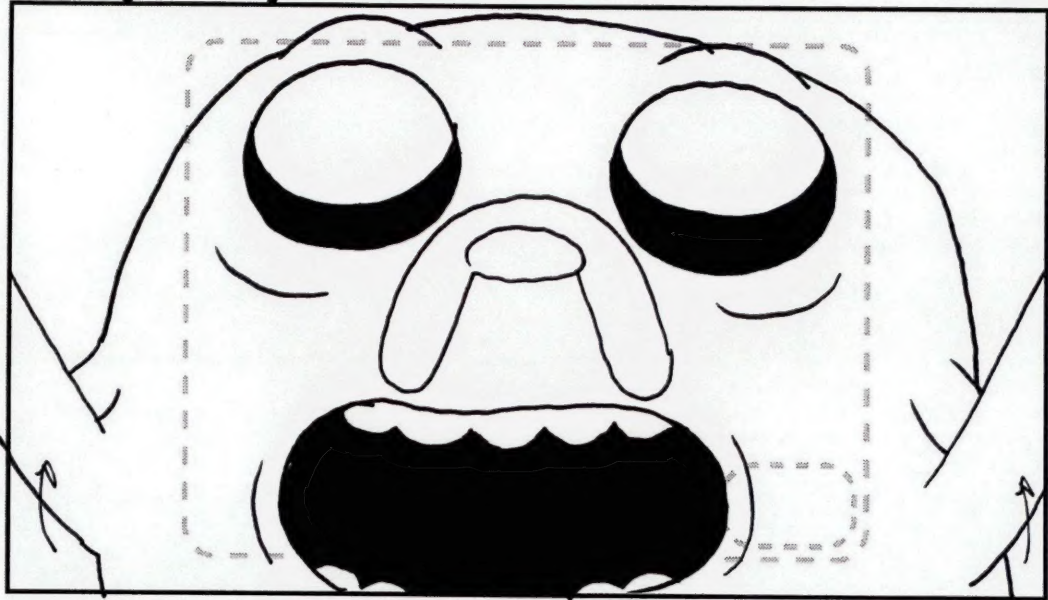
1034/231

ADVENTURE TIME

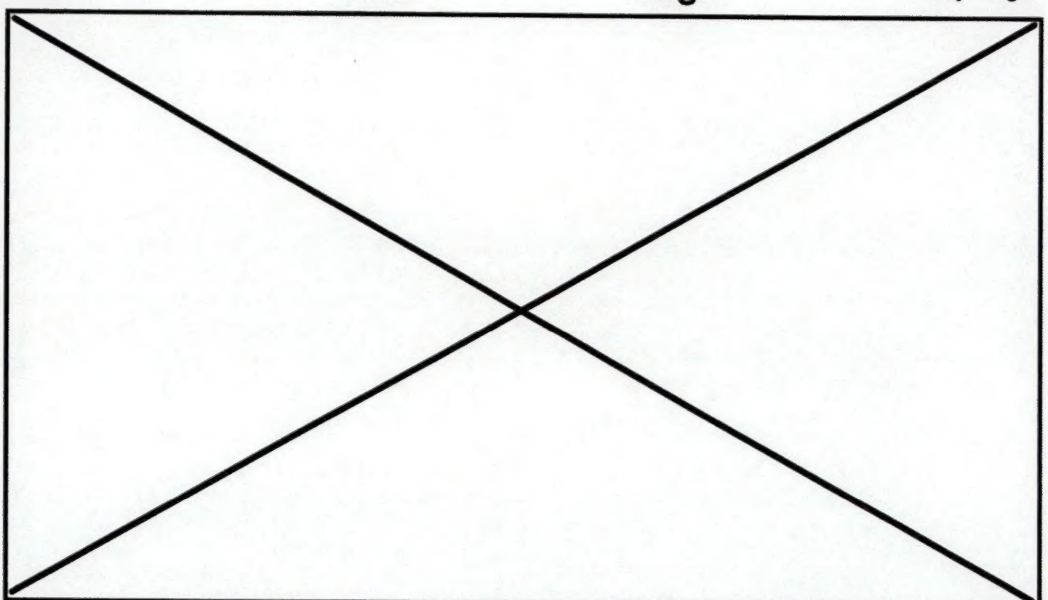


Page 7
day night

Sc. 7 CONT Pnl. B Bg. day night



Sc. Pnl. Bg. day night



| | |
|---------|-------------------|
| Dialog: | J/- LIVE AGAIN !! |
| Action: | |
| Timing: | AUG 28 2015 |

EPISODE # 1034-231

Production:

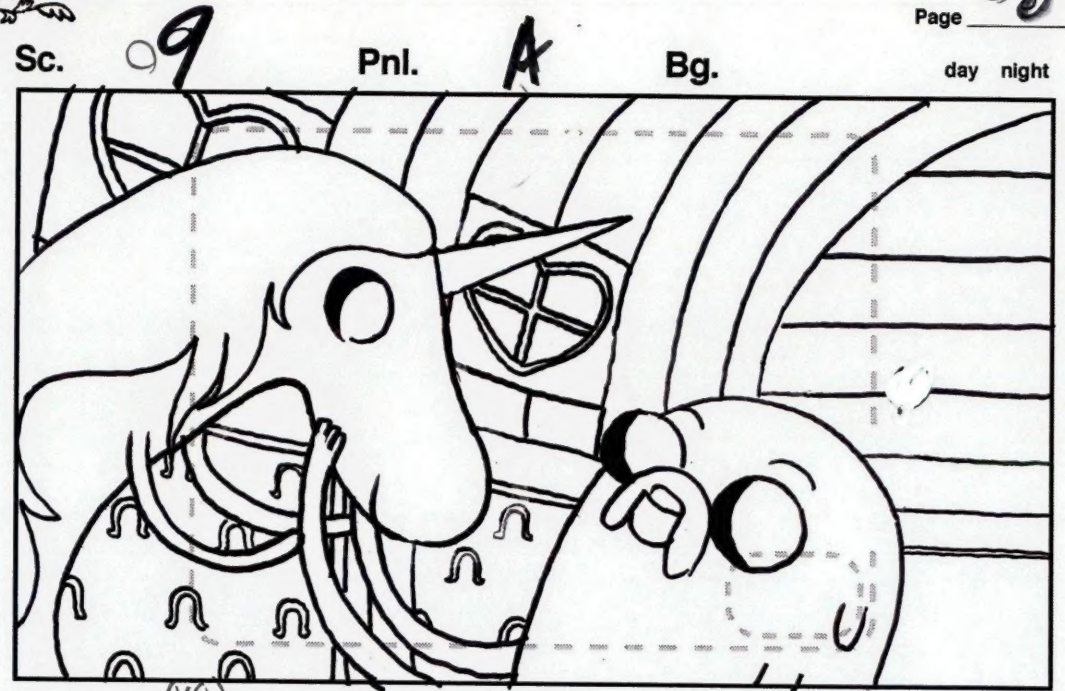
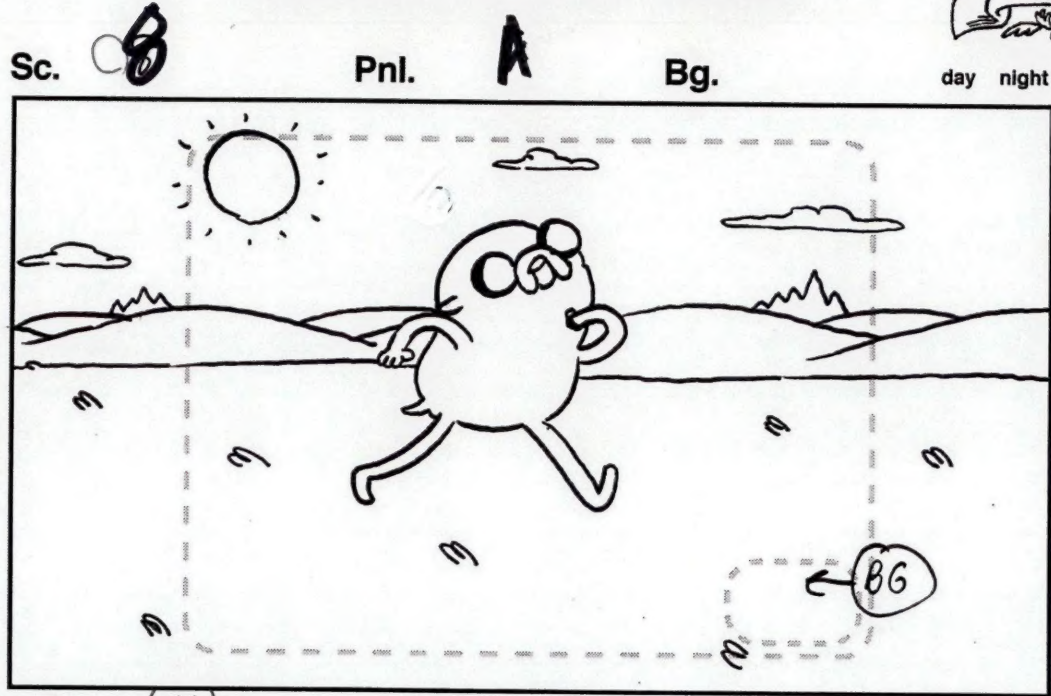
1034/231

1034/231

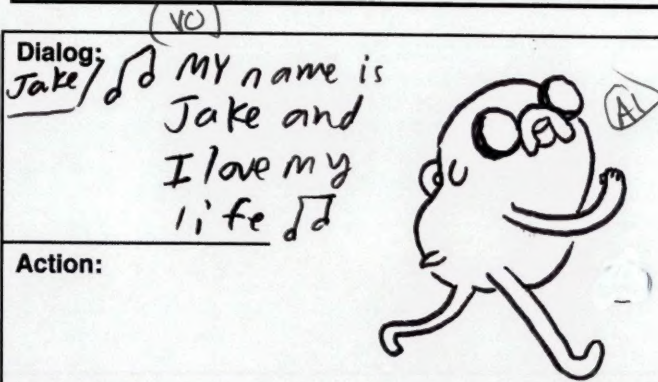
1034/231

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



06 ep111
B1115004_817



Action:

Timing:

J / *Kissin' on lady 'cause she's*

Bounce
eyebrows
UP/DN



AUG 28 2011

EPISODE #

1034-231

1034/231

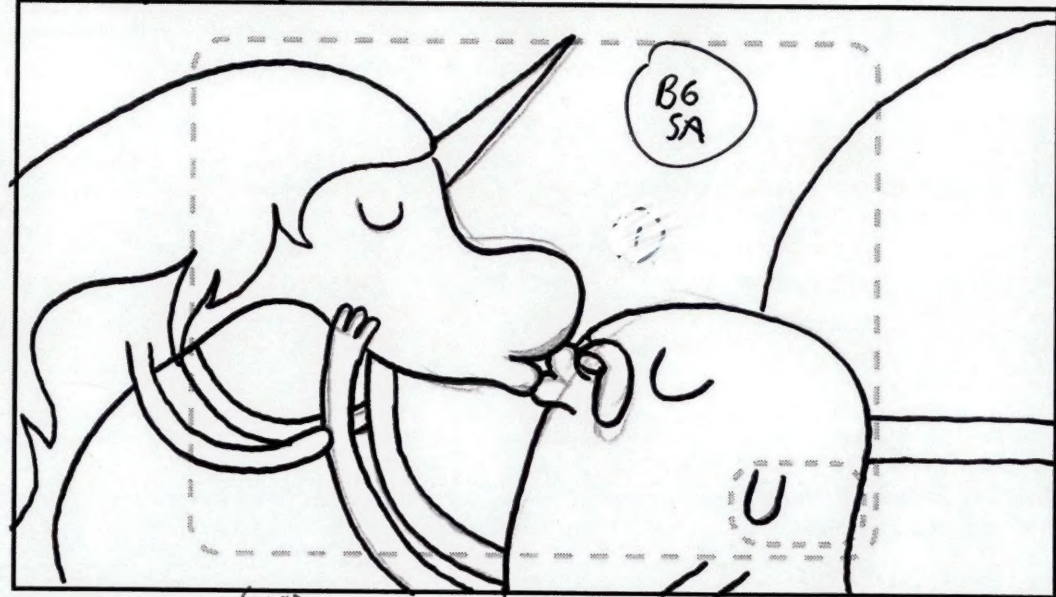
Production:

ADVENTURE TIME



Page 09

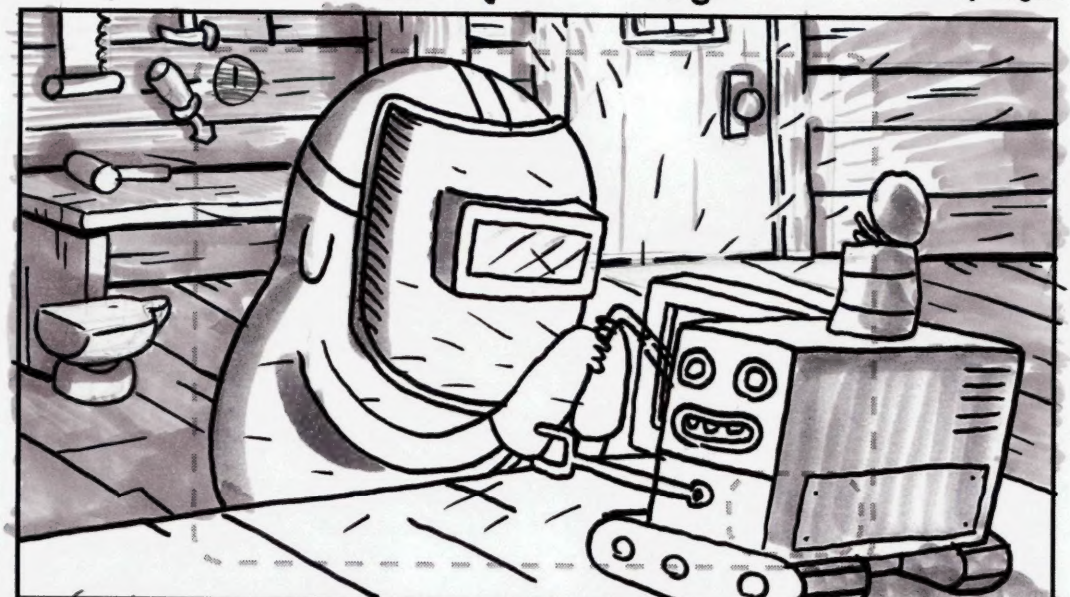
Sc. 9 CONT Pnl. B Bg. day night



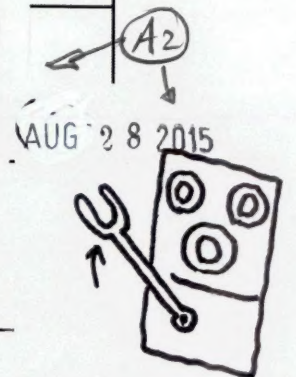
Dialog: J/♫ - basically my wife ♫



Sc. 10 Pnl. A Bg. day night



J/♫ Fixin' up Neptro 'cavse he fell from a tree ♫



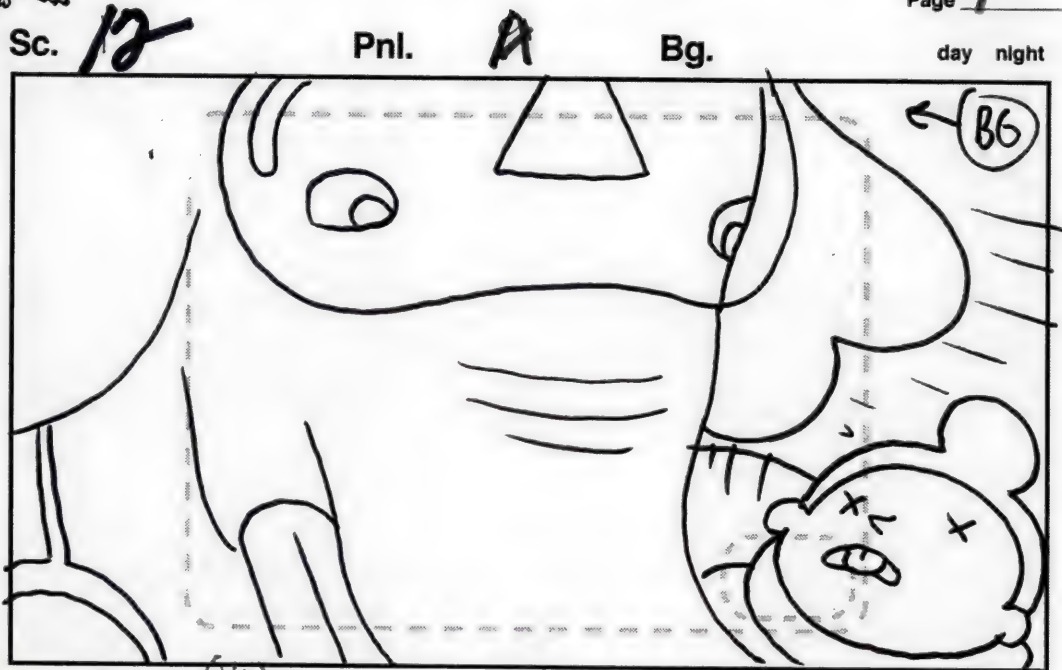
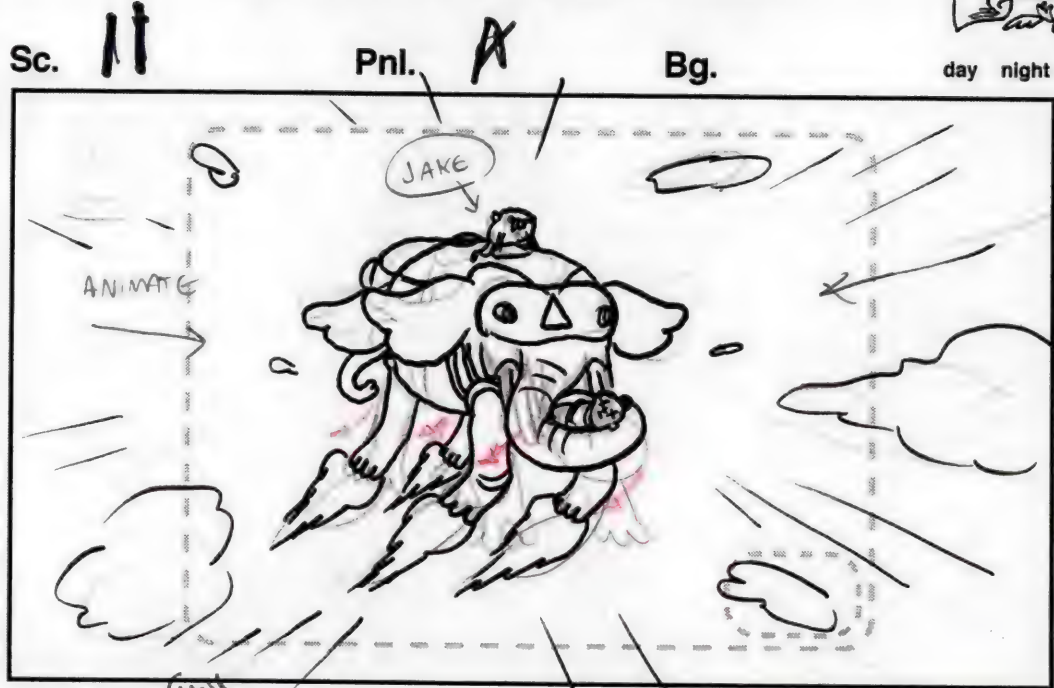
EPISODE # 1034-231

1034/231

1034/231

1034/231

ADVENTURE TIME

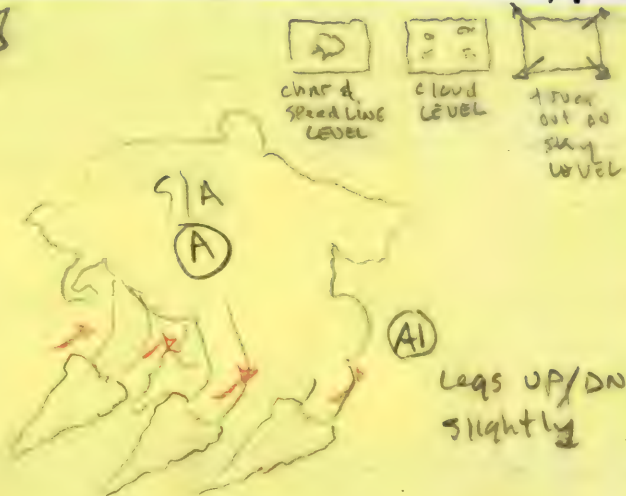


Dialog: (VO) J/Ja catchin' up with Maja and

APTWE JJa
MULTIPLANE SET-UP

Action: - APTWE FLIES
TWO CAM.
- SOME BG LEVEL

Timing: AWAY IN
PERSPECTIVE
truck out on
sky BG



(VO) APTWE JJa Maja's in a coma and she might
not wake up JJa



AUG 28 2015

EPISODE # 1034-231

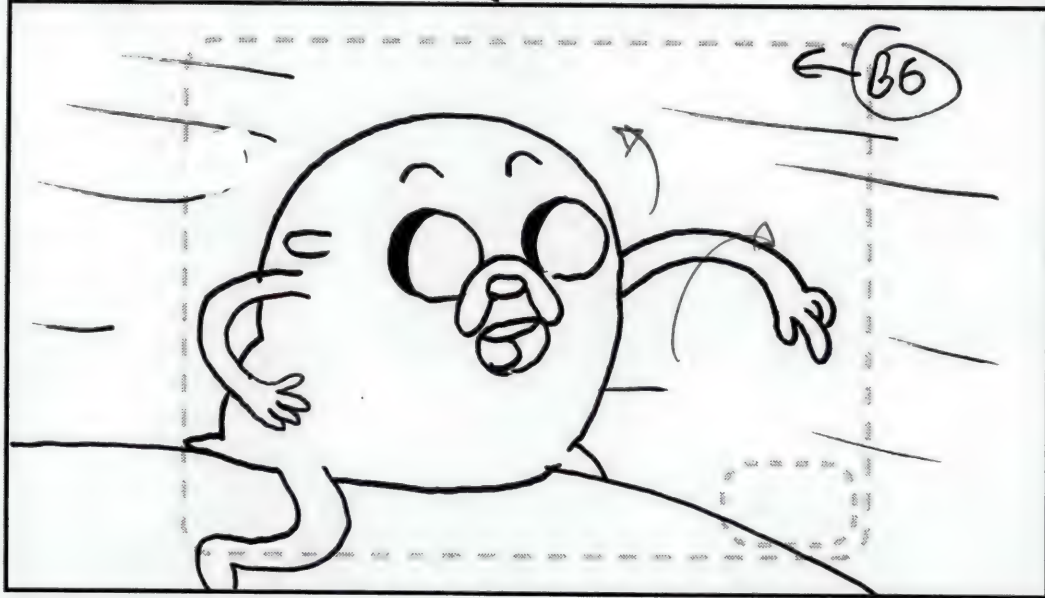
Production:

ADVENTURE TIME

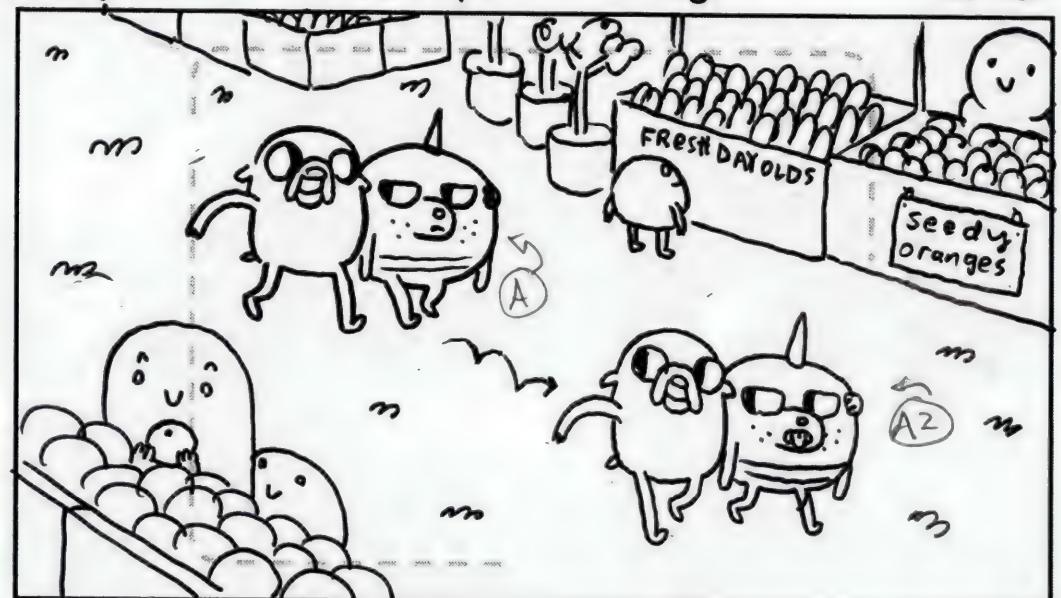


Page 11

Sc. 13 Pnl. A Bg. day night



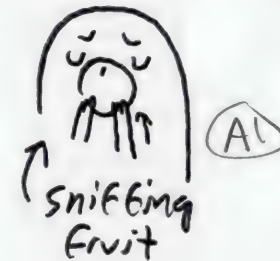
Sc. 14 Pnl. A Bg. day night



Dialog: J ♪ I'm glad you got a friend now even though that's messed up ♪



J ♪ Take T.V. to the Market + to get him into fruit s



- J + TV WALK THROUGH MARKET.

AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

1034/231

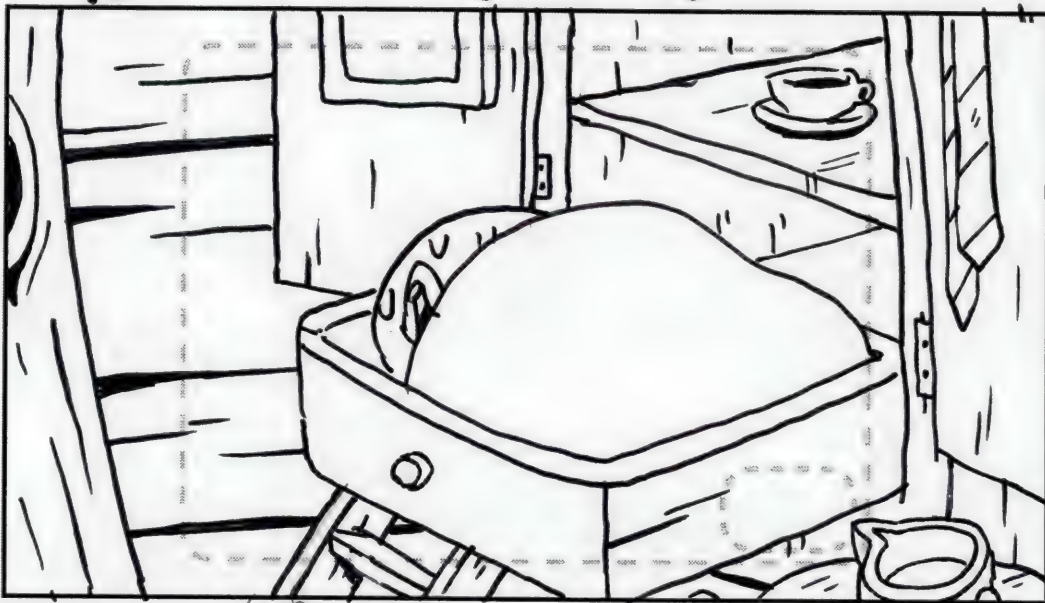
1034/231

ADVENTURE TIME

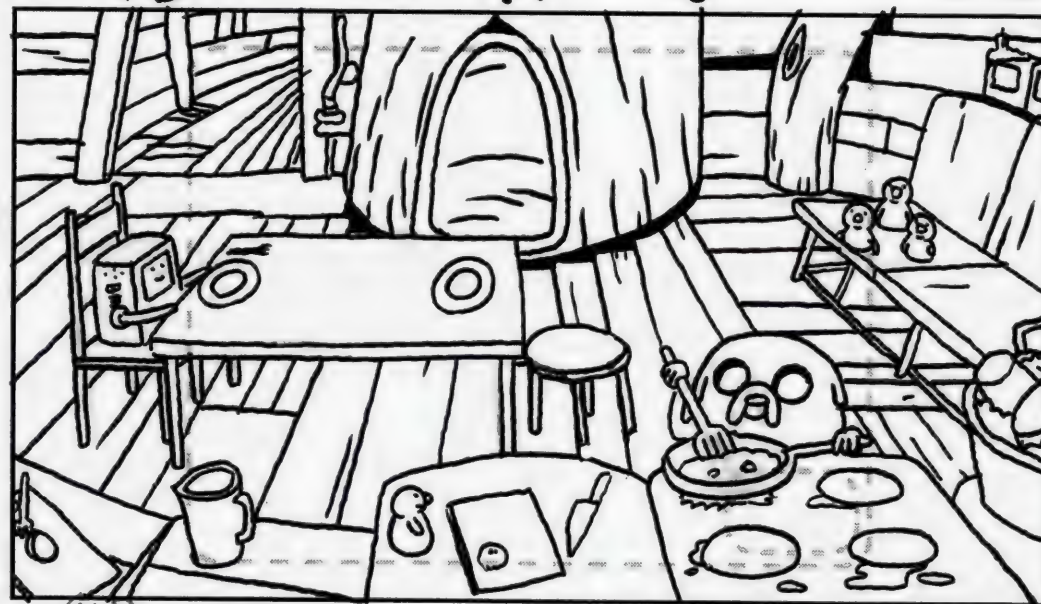


Page 12

Sc. 15 Pnl. A Bg. day night



Sc. 16 Pnl. A Bg. day night



Bgep 053
80535001-118

EPISODE #
1034-231

Dialog:

Jake / ♪ take a little happy in
my blanky cocoon ♪

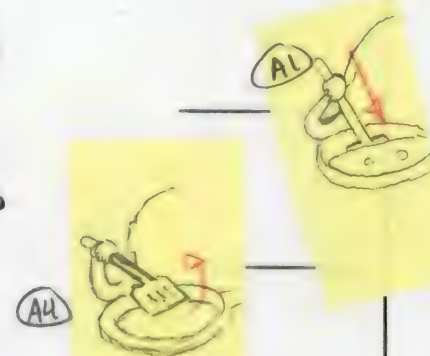
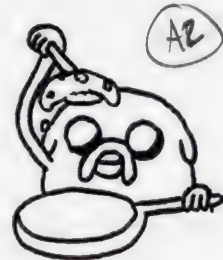
Action:

Jake / breathing

Timing:



J / wake up really early just to cook for my friends



AUG 28 2015

Production:

1034/231

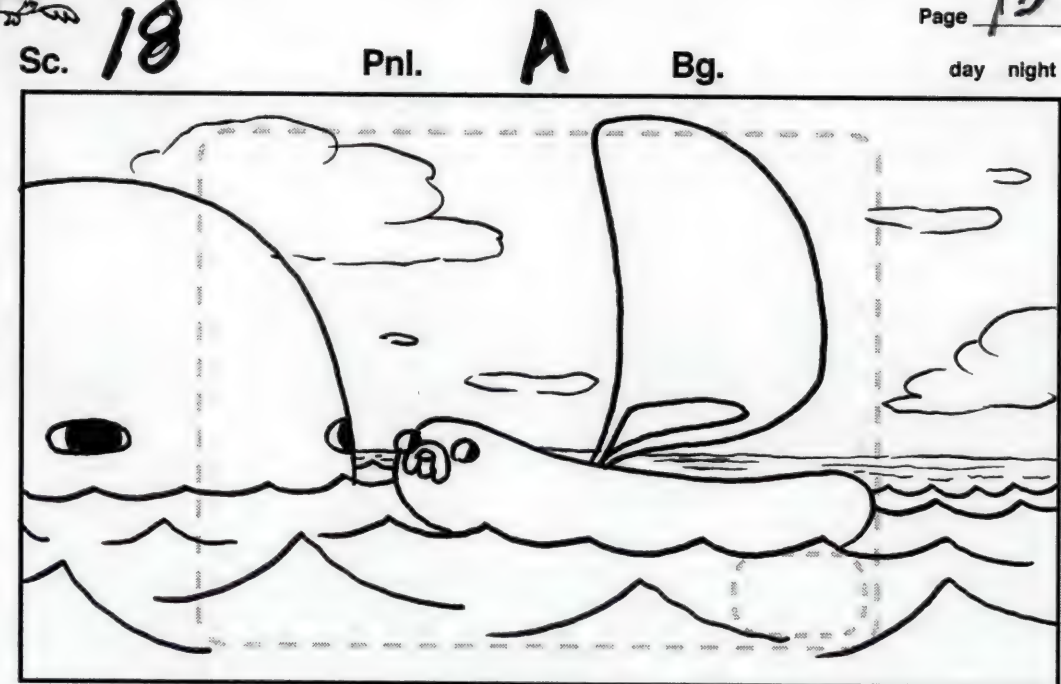
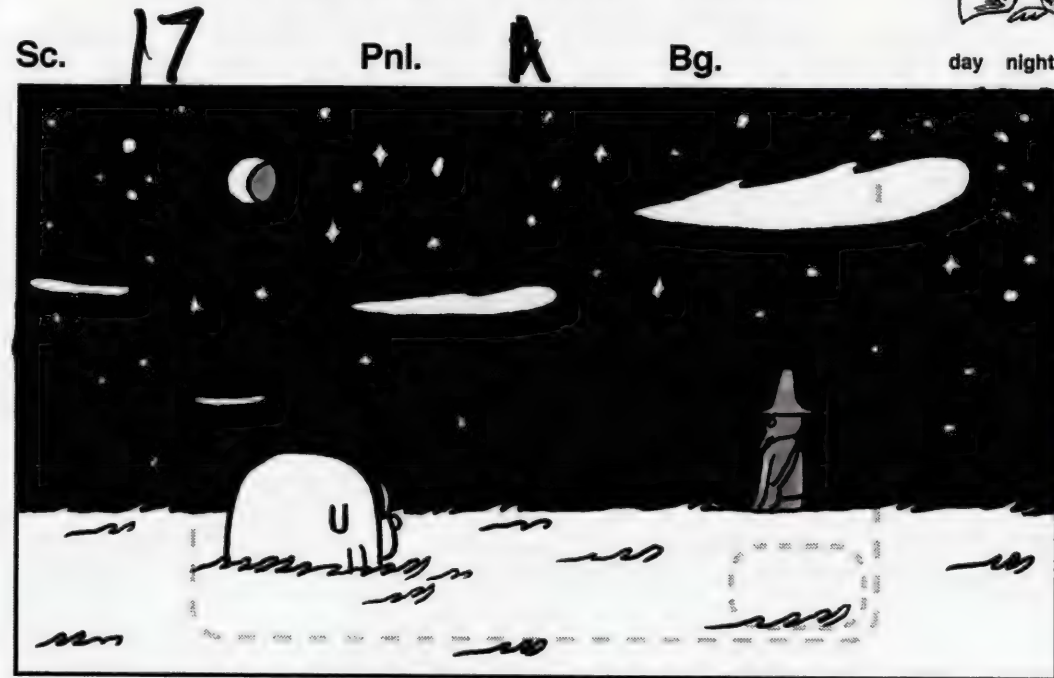
1034/231

1034/231

ADVENTURE TIME



Page 13
day night



Dialog: J/♫ Later in a field at night I thought
I saw Death ♫

Action:



Timing:

J/♫ made my self a boat and I sailed with
a whale ♫

- Jake bobbing up and down
in the waves



AUG 28 2015

EPISODE # 1034-231

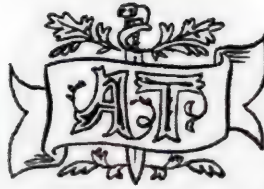
Production:

1034/231

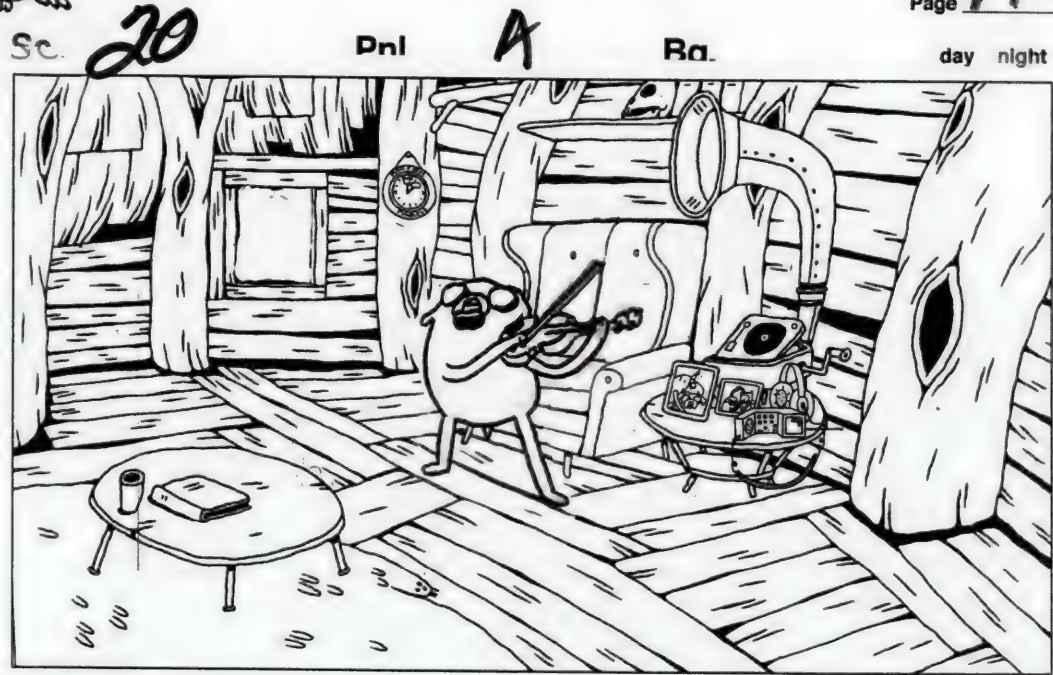
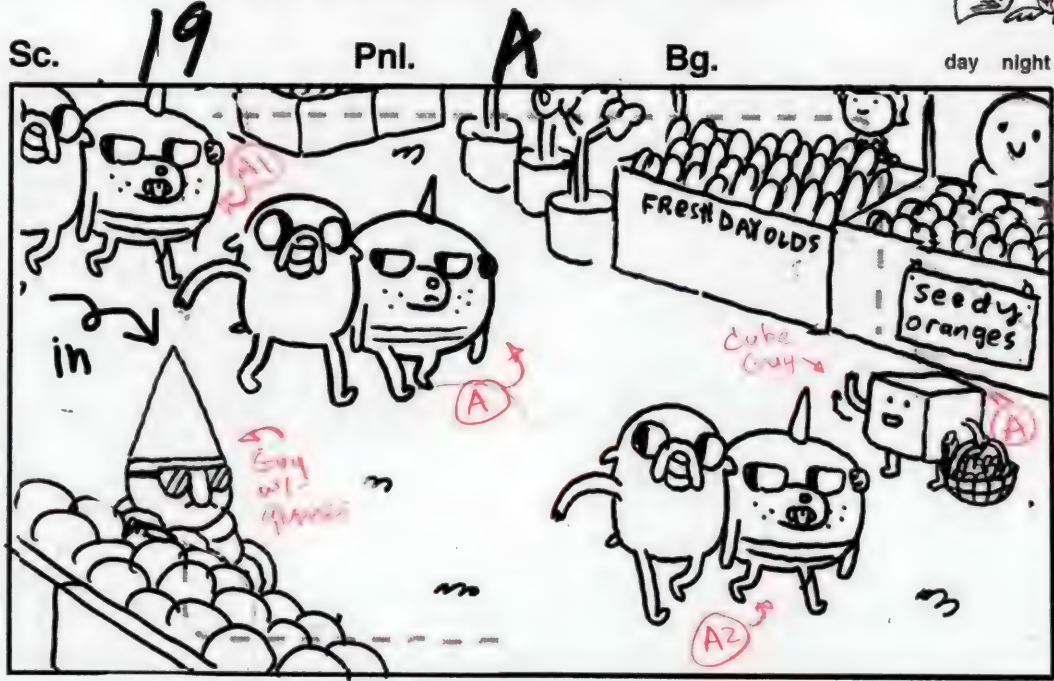
1034/231

1034/231

ADVENTURE TIME



Page 14

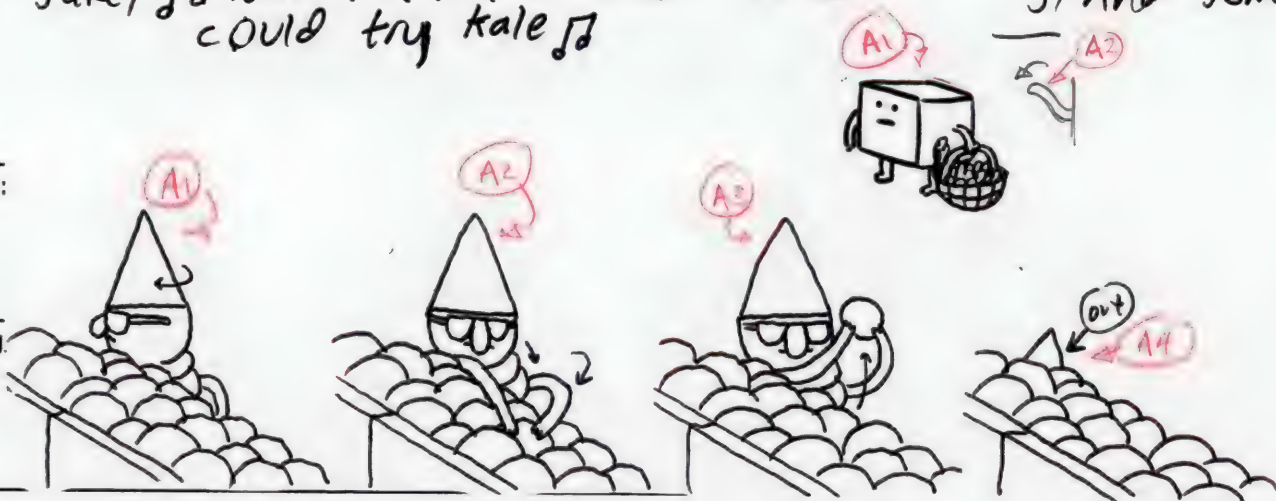


Dialog: Jake/J took T.V. to the market so he could try kale J

J/And some other stuff,!!

Action:

Timing:



-J. PLAYS LAST NOTE ON VIOLA
AUG 28 2015

EPISODE # 1034-231

Productio

1034/231

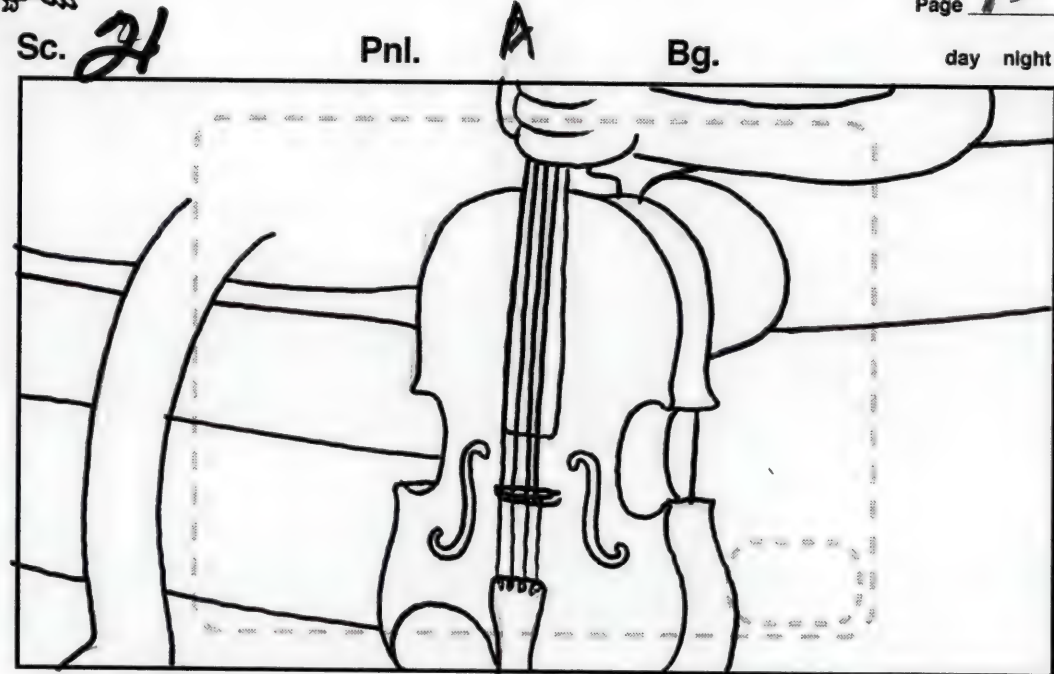
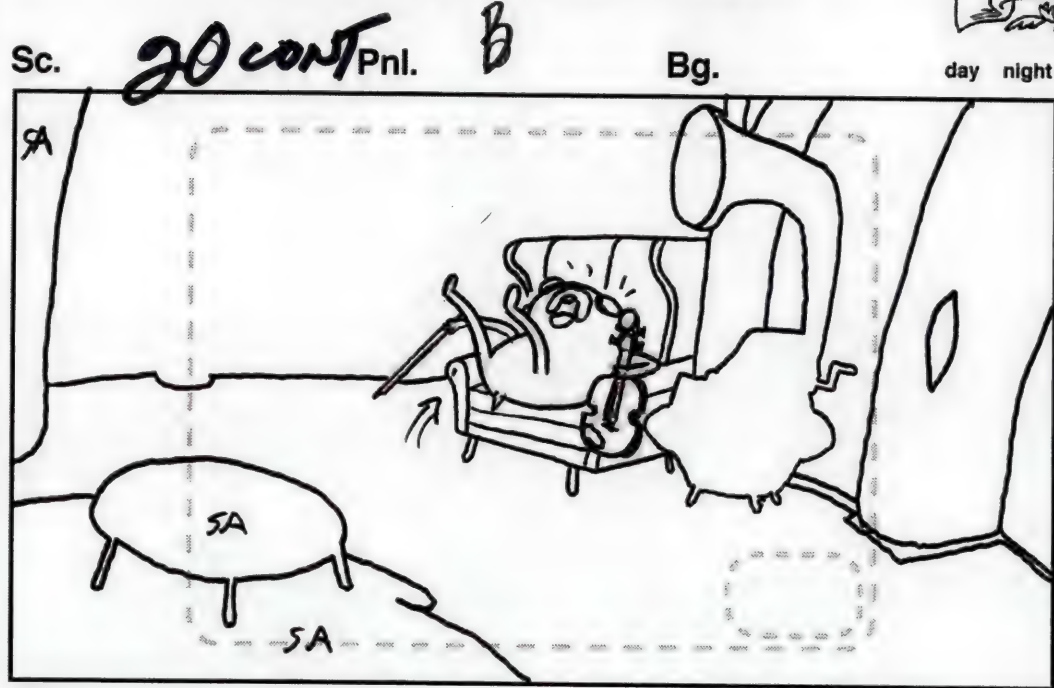
1034/231

1034/231

ADVENTURE TIME



Page 15



Dialog: J/ Ahh!!
(sigh)

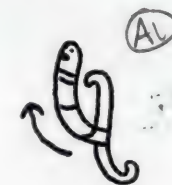
Action: (slumps in chair)

Timing:



shelby / Nice song Jake

- SHELBY POKES
OUT OF VIOLA.



AUG 28 2015

EPISODE #

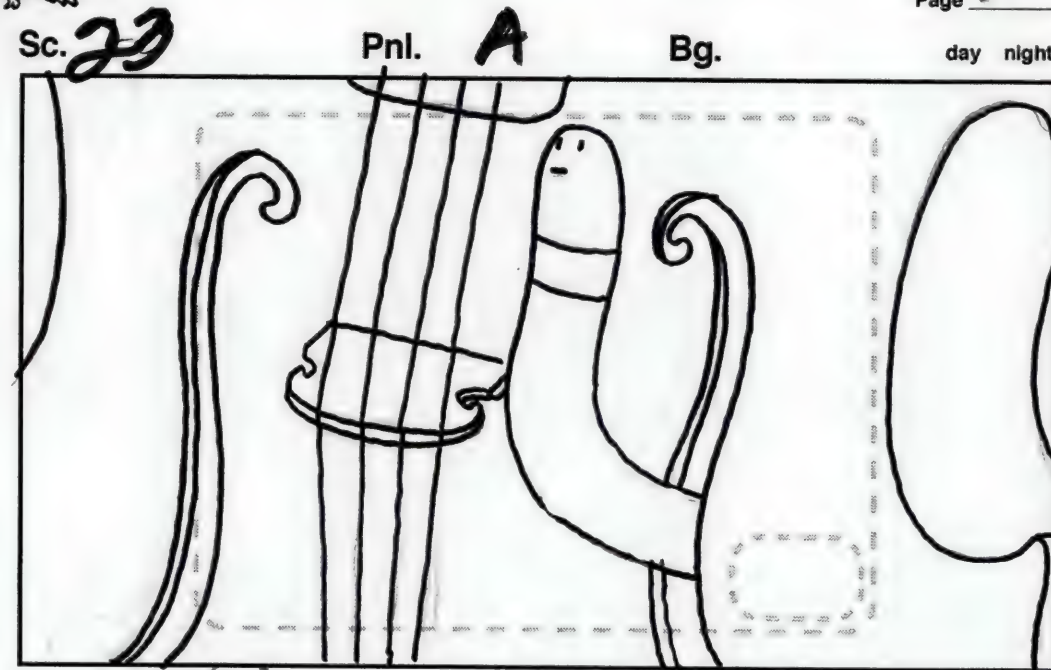
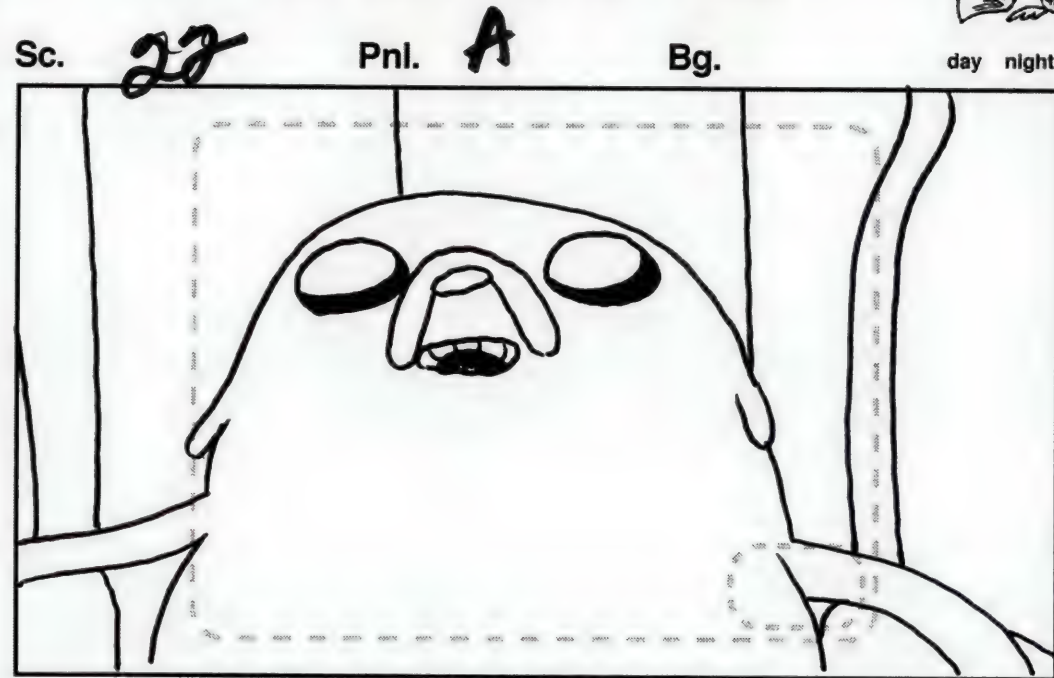
Production:

1034-231

1034/231

1034/231

ADVENTURE TIME



Dialog: Jake what a crazy
2 weeks

Action:



Timing:

(VO)
Jake I think I'm ready to hole up
and go round 2 on Age of Grinders.

AUG 28 2015

EPISODE #

1034-231

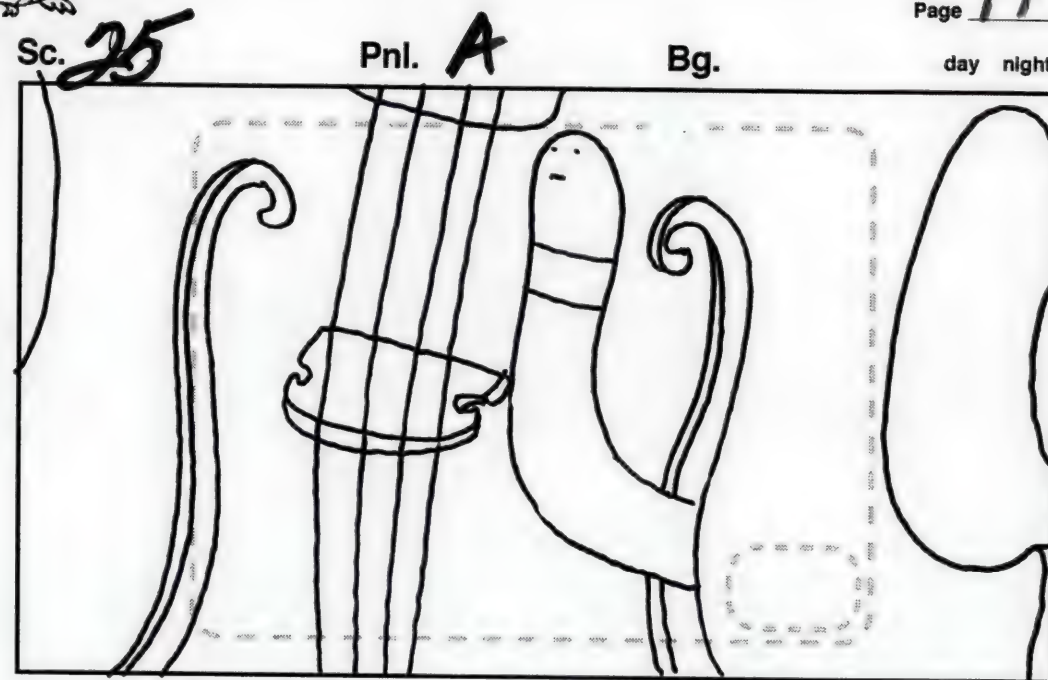
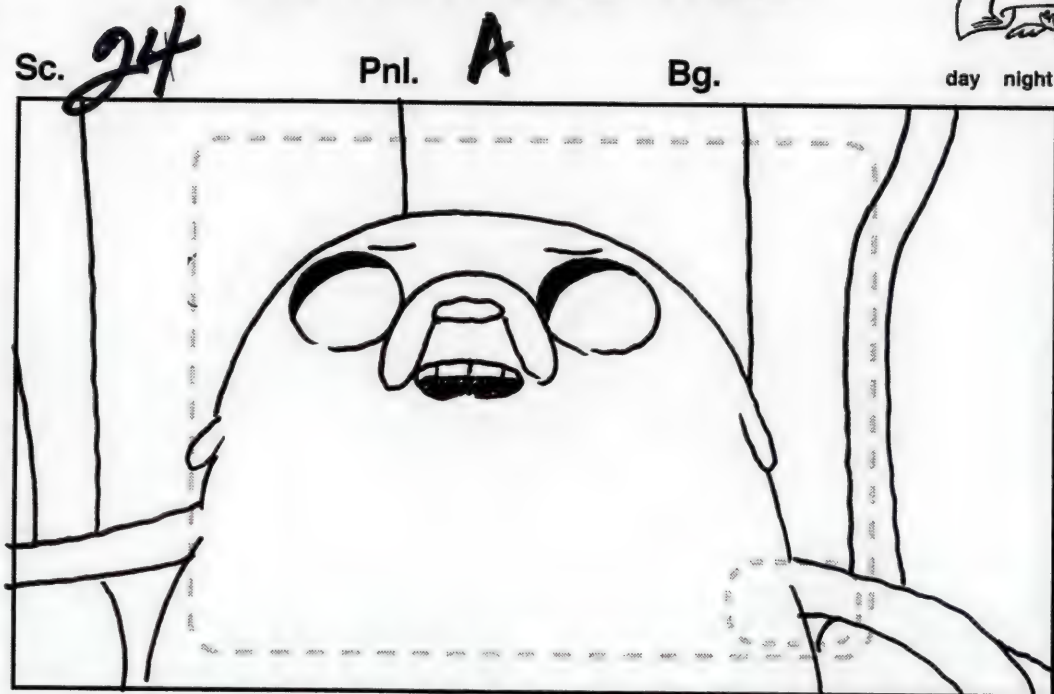
Production:

1034/231

ADVENTURE TIME



Page 17



Dialog: J/ But where's Finn? I need him on this adventure.

Action:

Timing:



AUG 28 2015

EPISODE # 1034-231

1034/231

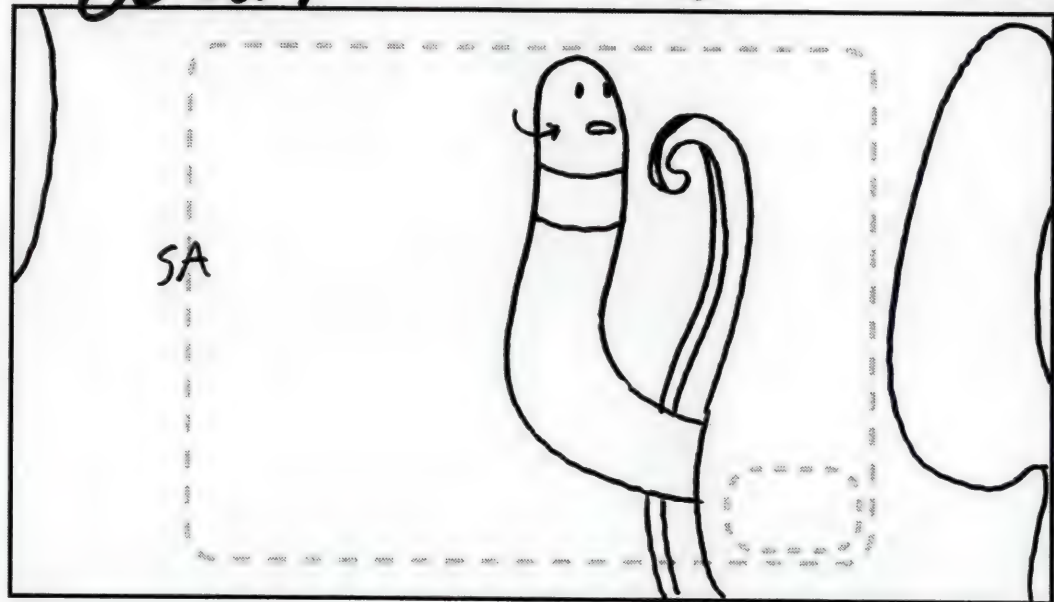
1034/231

ADVENTURE TIME

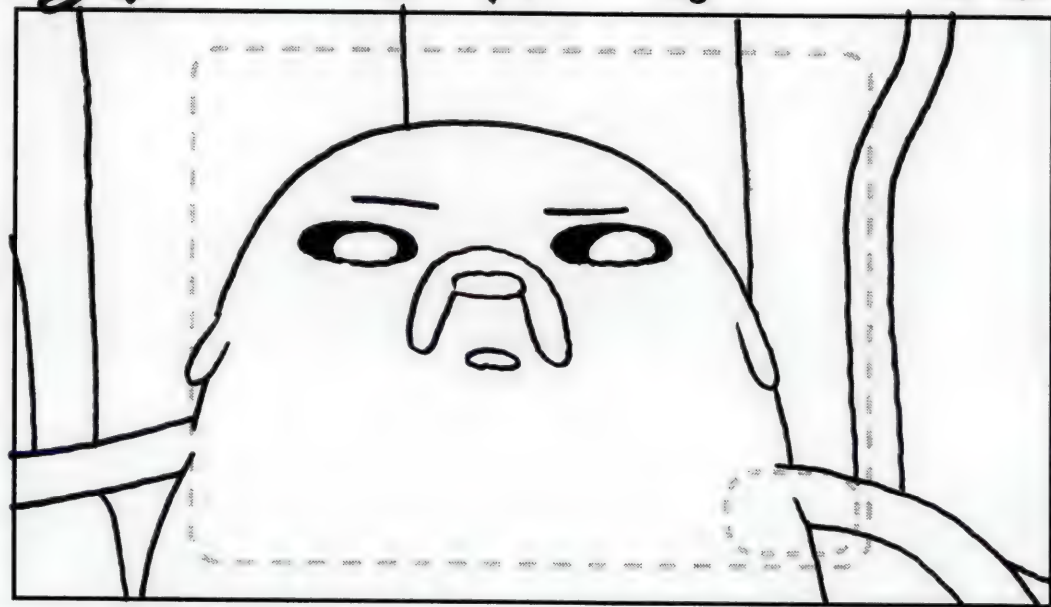


Page 18

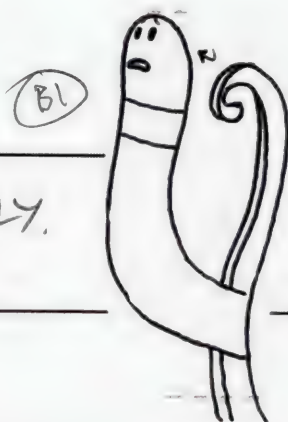
Sc. 25 cont Pnl. B Bg. day night



Sc. 26 Pnl. A Bg. day night



| | | |
|---------|------------------------------|-----------------------|
| Dialog: | <u>shelby/ Uh... well...</u> | <u>Take/ hold on.</u> |
| Action: | - S. LOOKS AWAY. NERVOUSLY. | |
| Timing: | | |



AUG 9 8 2015

EPISODE # 1034-231

Production:

1034/231

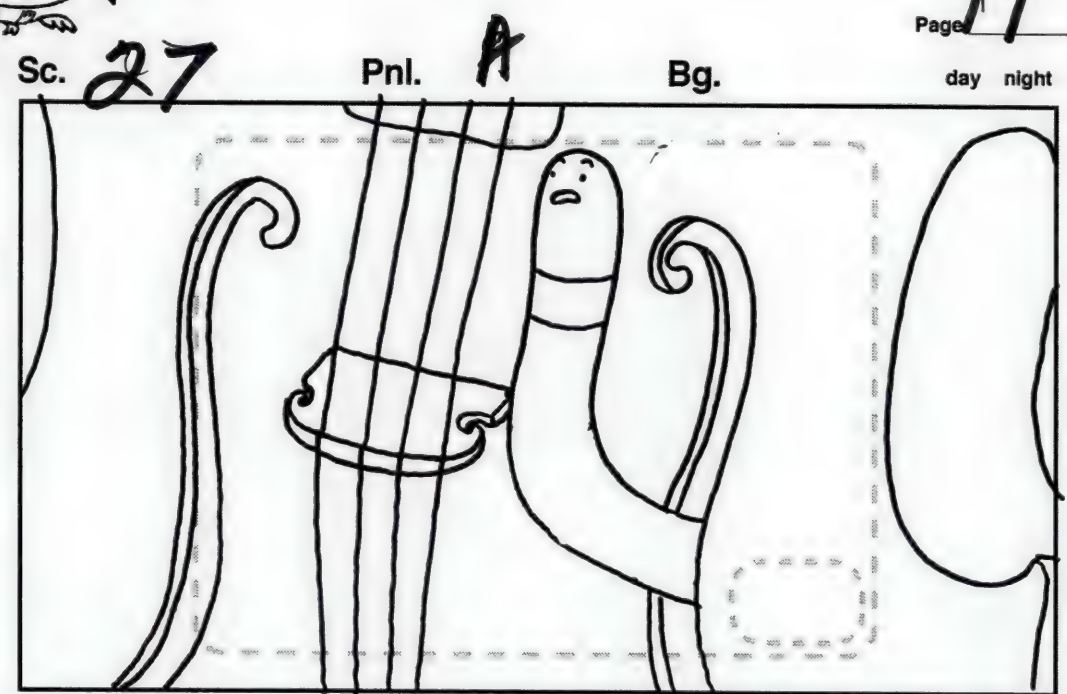
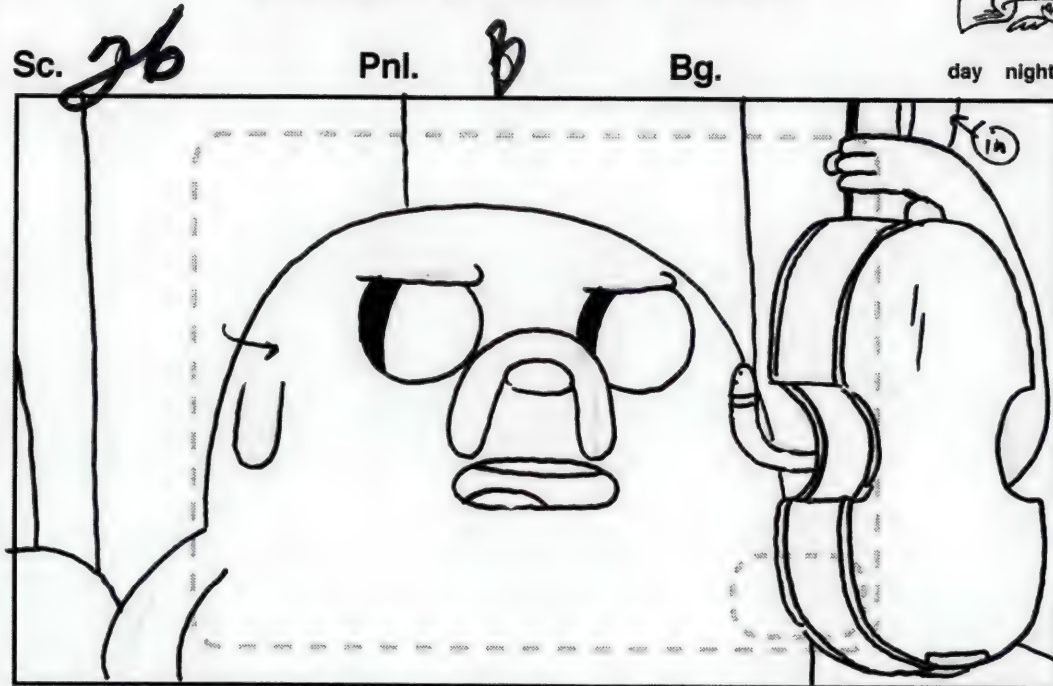
1034/231

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 19



Dialog: Jake/ WHAT.

Shelby/ if you don't know
I'm not sure it's my business to
tell you.

Action: - J. HOLDS UP VIOLA.

Timing:



AUG 28 2015

EPISODE # 1034-231

Production:

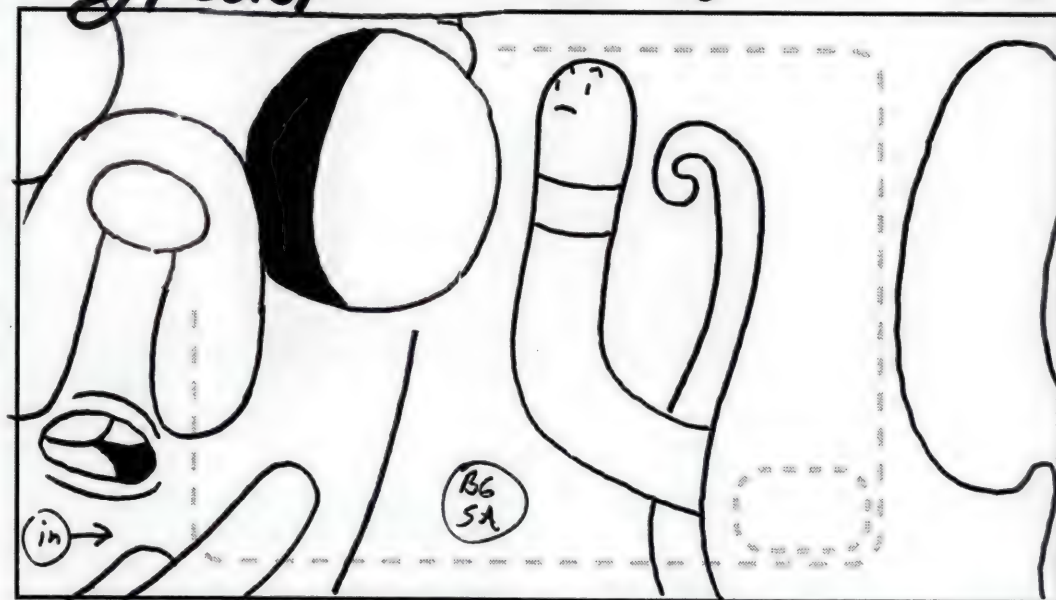
1034/231

1034/231

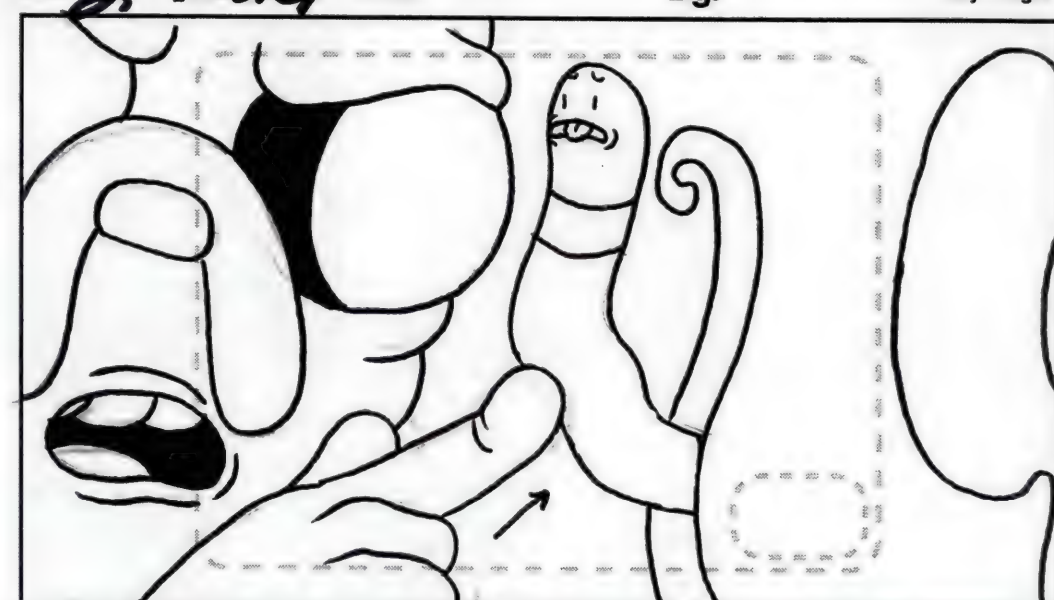
ADVENTURE TIME



Sc. **27 cont** **B** Bg. day night



Sc. **27 cont** Pnl. **C** Bg. **30** day night



| | | |
|---------|---|---|
| Dialog: | <p><u>Jake</u> / Don't yov -- (whisper)</p> | |
| Action: | <p>-J. LEANS ON/S.</p> | <p>Jake (cont) / - <u>DARE</u> Shelby. (whispering)</p> |
| Timing: | <p>(B1)</p> | <p>AUG 28 2015</p> |

EPISODE # 1034-231

Production:

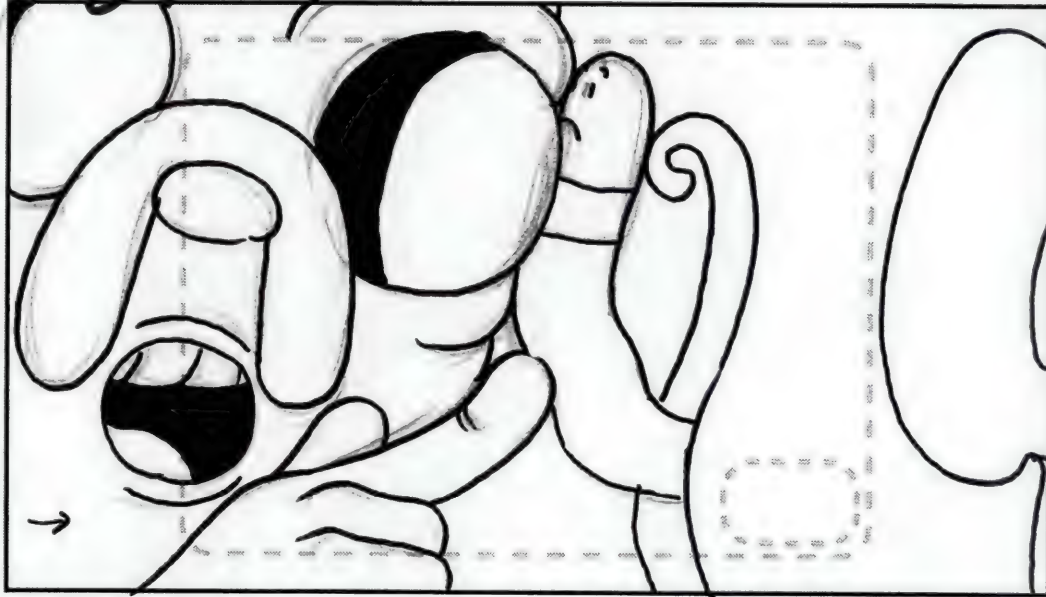
1034/231

1034/231

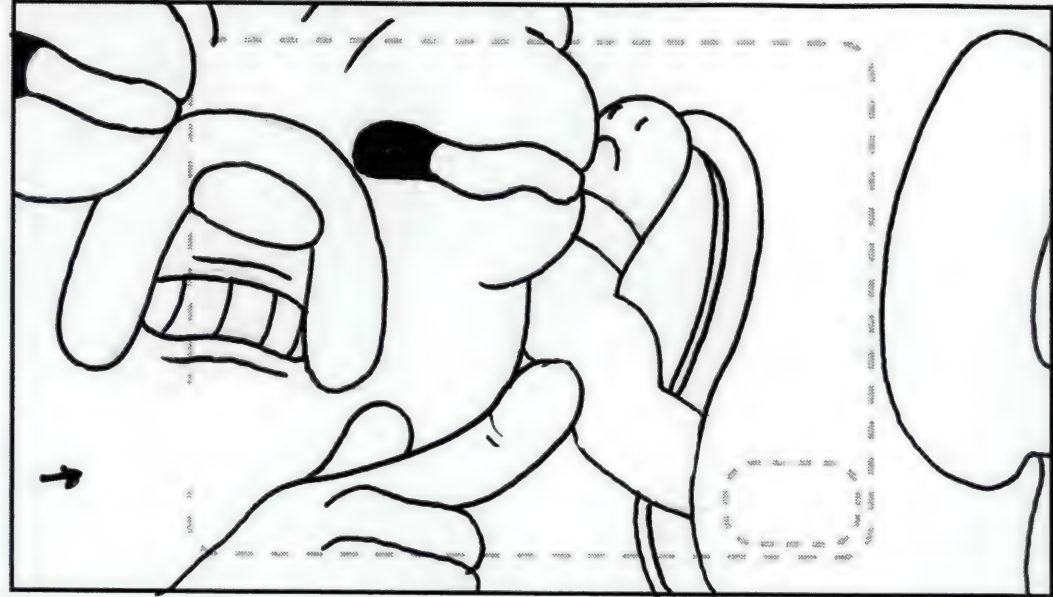
ADVENTURE TIME



Sc. *27 cont* Pnl. *D* Bg. day night



Sc. *27 cont* Pnl. *E* Bg. day night



Dialog:

J/ Give up that greasy gossip!

Action:

Timing:

AUG 28 2015

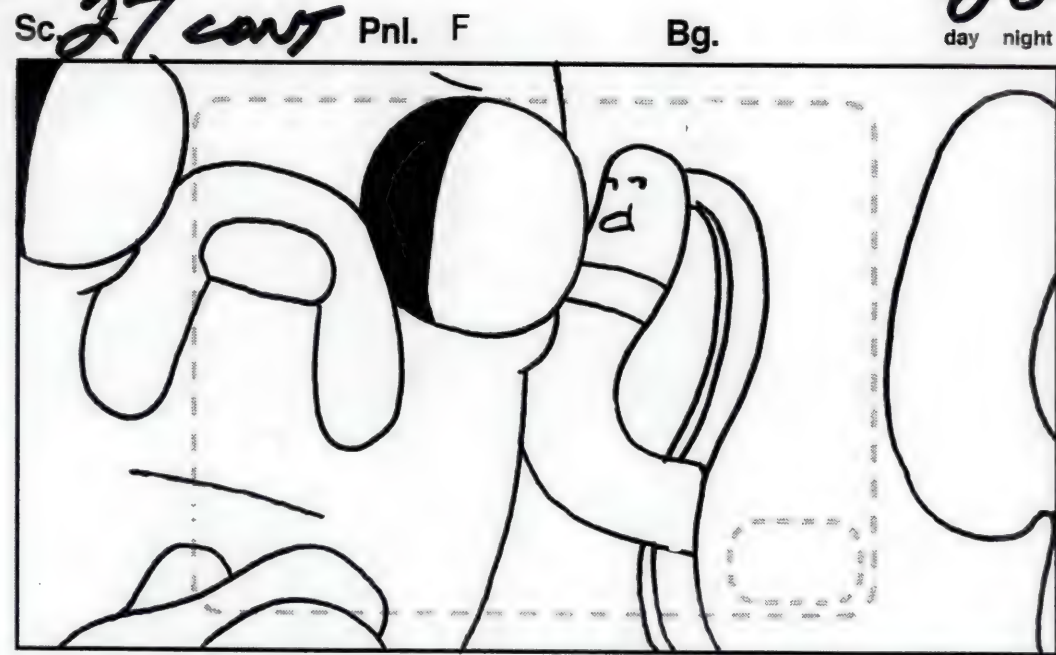
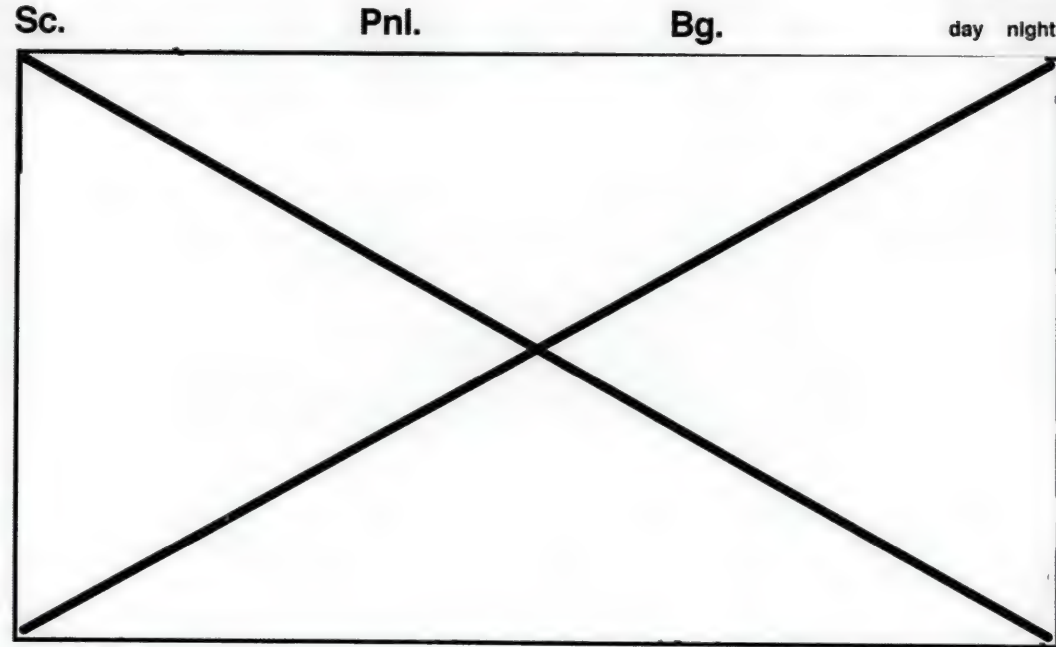
EPISODE # 1034-231


Production:

ADVENTURE TIME



Page **22**
day night



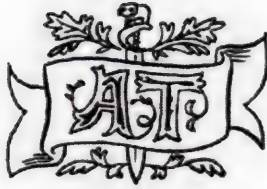
| | |
|---------|---|
| Dialog: | <u>shelby</u> word on the street is |
| Action: | (WHISPER)  |
| Timing: | |

AUG 28 2015

EPISODE # 1034-231

Production:

ADVENTURE TIME

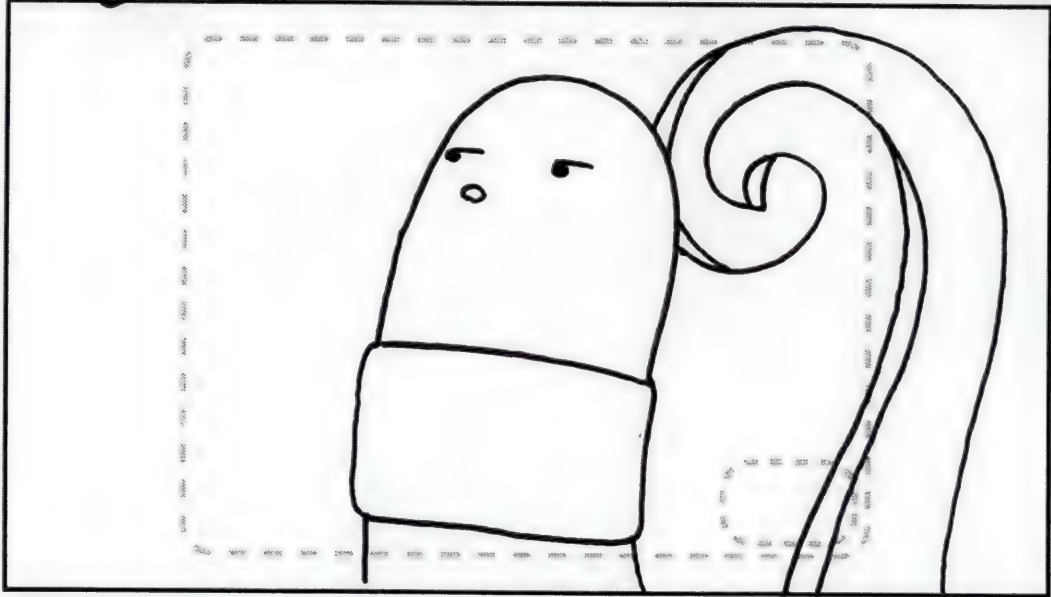


Sc. **28**

Pnl. **A**

Bg.

day night

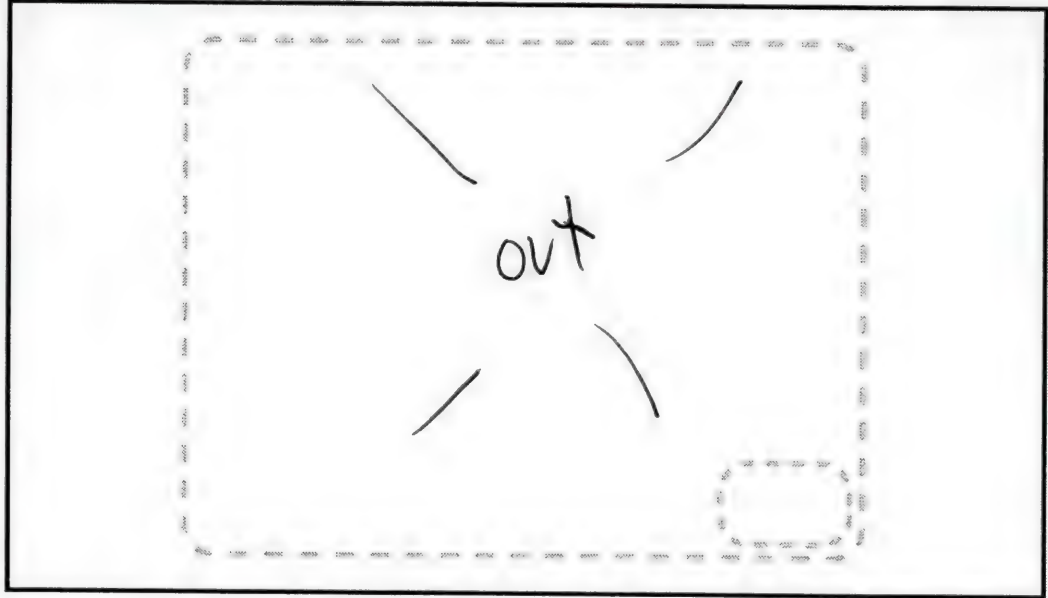


Page **23**
day night

Sc.

Pnl.

Bg.



Dialog: Shelby / (Finn's been hangin' with a new lady)

Action:

Timing:



AUG 28 2015

EPISODE #

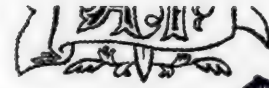
Production:

1034-231

Sc. 29

Pnl. A

Bg.

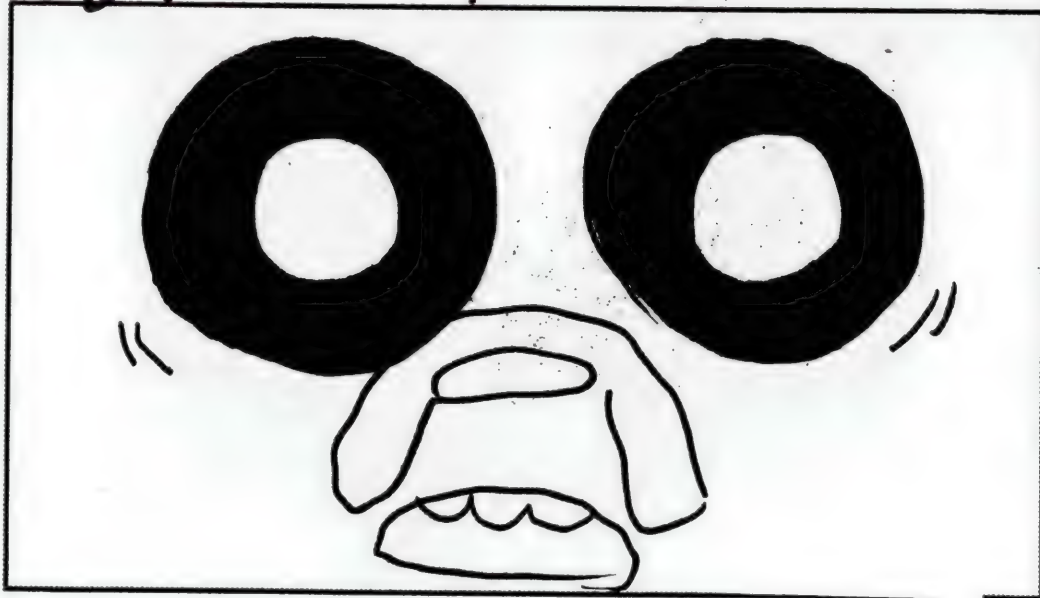


day night

Sc. 29 CONT Pnl. B

Bg.

Page 24
day night



Dialog:

J/='G AAAASP! =

J/ (slow) WHO? THE
DOONK? IS?
IT ???

Action:

Timing:

AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

1034/231

1034/231

1034/231

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

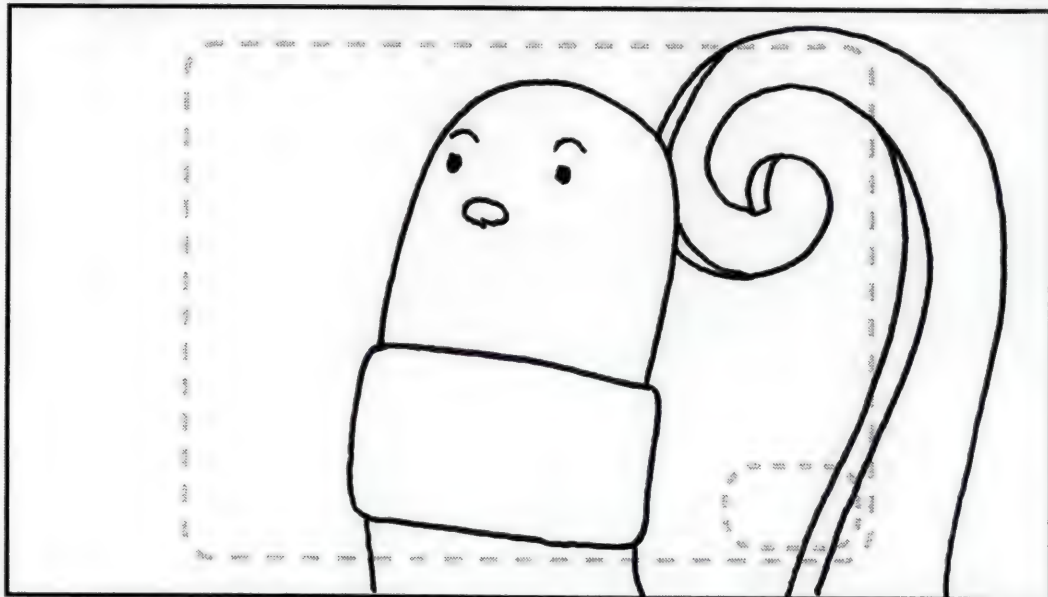


Sc. **30**

Pnl. **A**

Bg.

day night

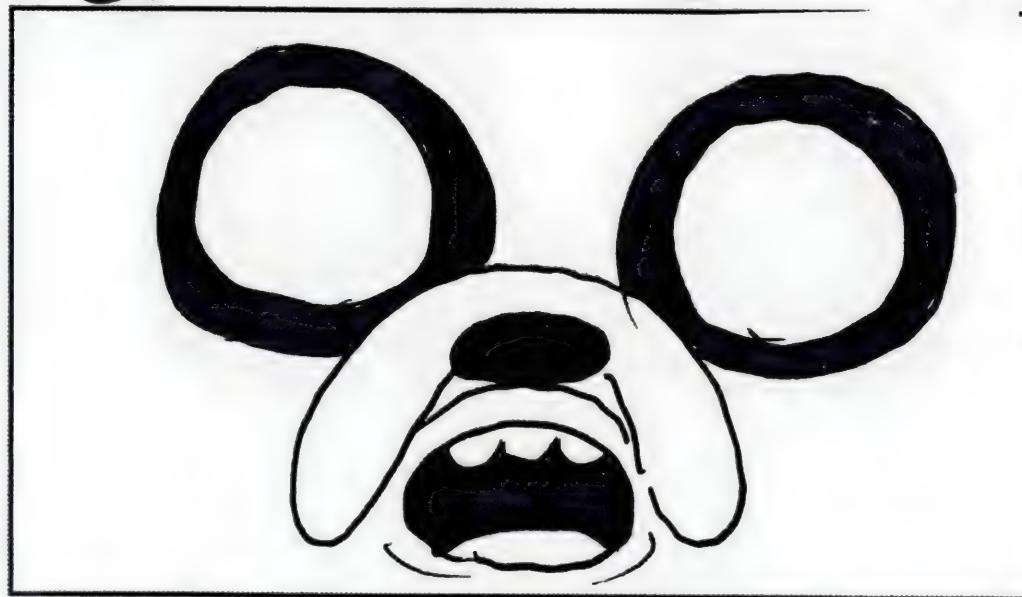


Sc. **31**

Pnl. **A**

Bg.

Page **25**
day night



Dialog: S/ I don't.

J/ Muscle Princess
It's perfect!

Action:

Timing:

AUG 28 2011

EPISODE # 1034-231

Production:

1034/231

1034/231

ADVENTURE TIME

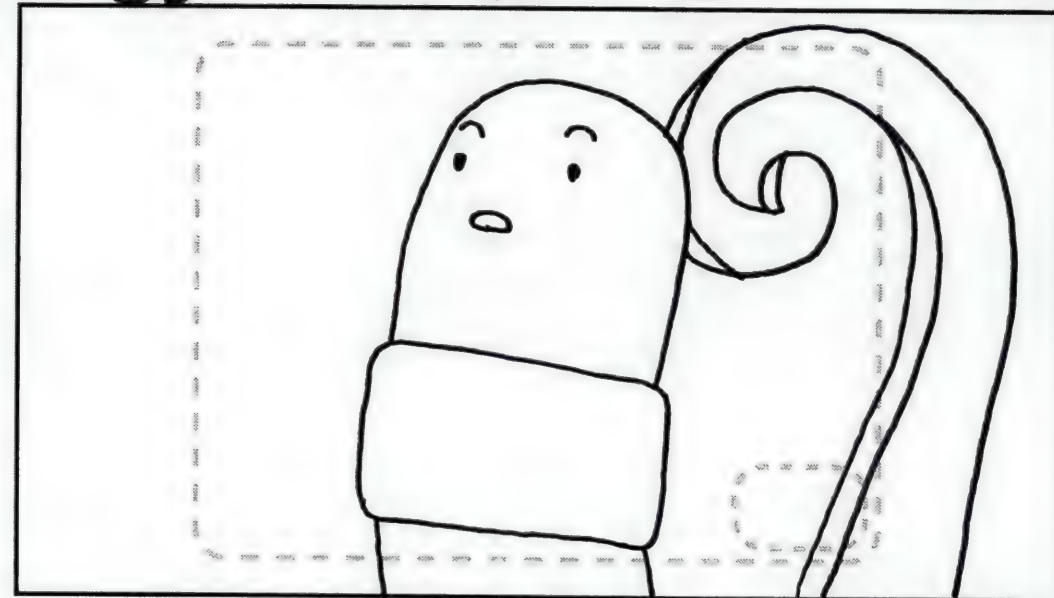


Sc. **32**

Pnl. **A**

Bg.

day night

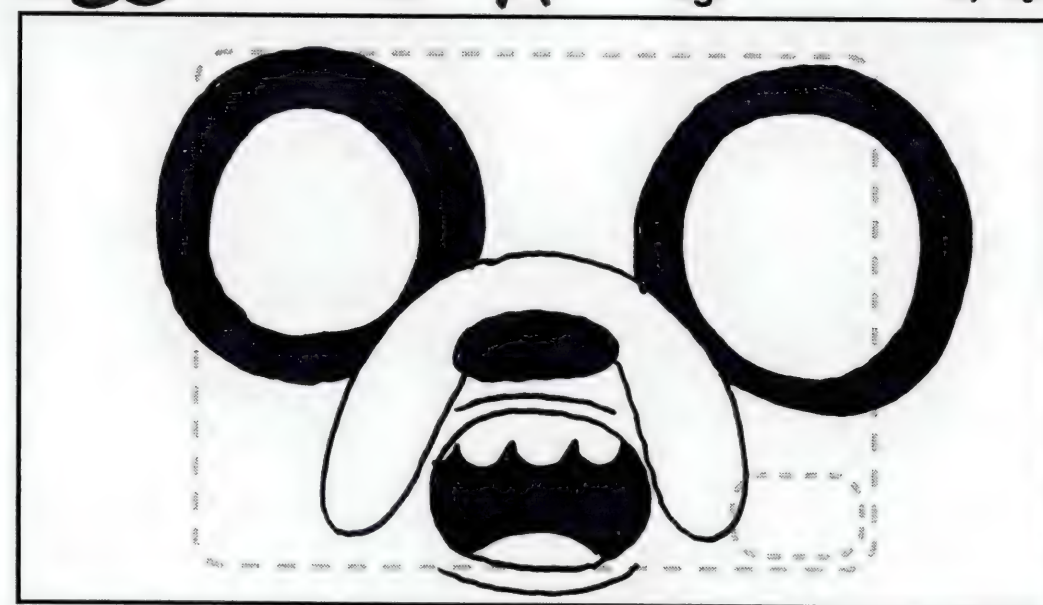


Sc. **33**

Pnl. **A**

Bg.

Page **26**
day night



Dialog: S/I don't -

Jake memow from the future!

Action:

Timing:

AUG 28 2015

EPISODE #

1034-231

Production:

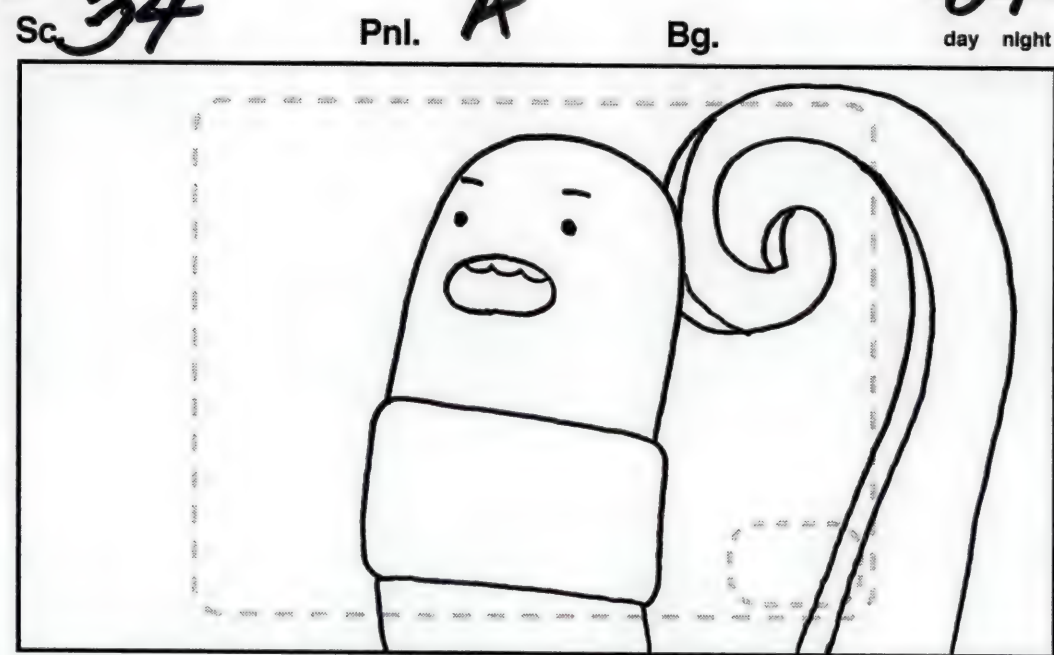
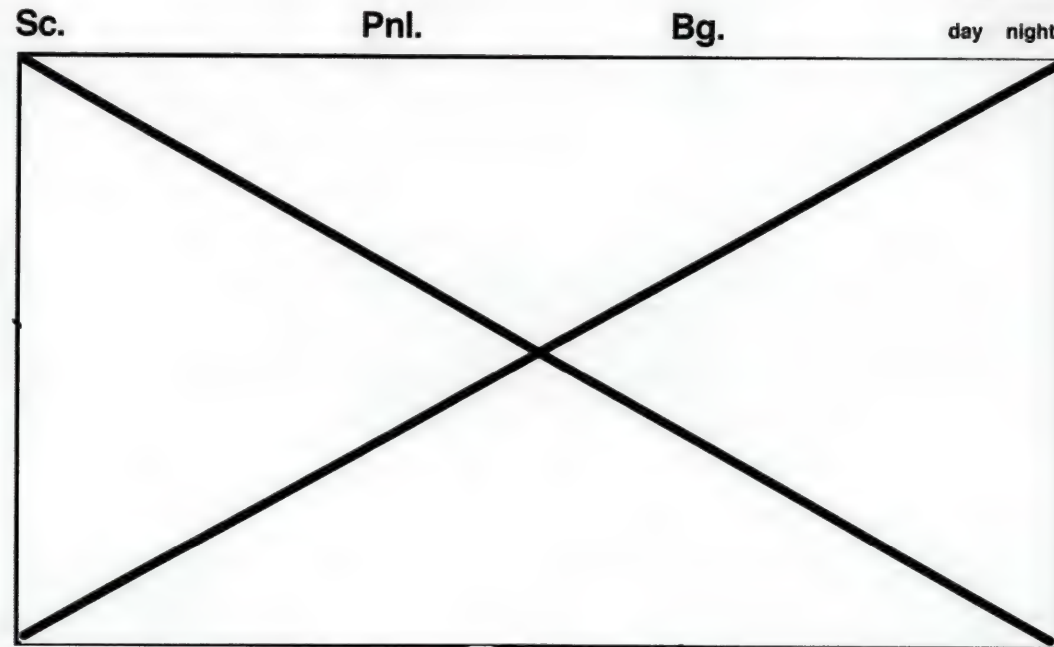
1034/231

1034/231

ADVENTURE TIME



Page **27**
day night



| | |
|---------|---------------------------------|
| Dialog: | <u>shelby</u> / Slow down Jake. |
| Action: | |
| Timing: | AUG 28 2011 |

1034-231

EPISODE #

Production:

1034/231

1034/231

1034/231

ADVENTURE TIME

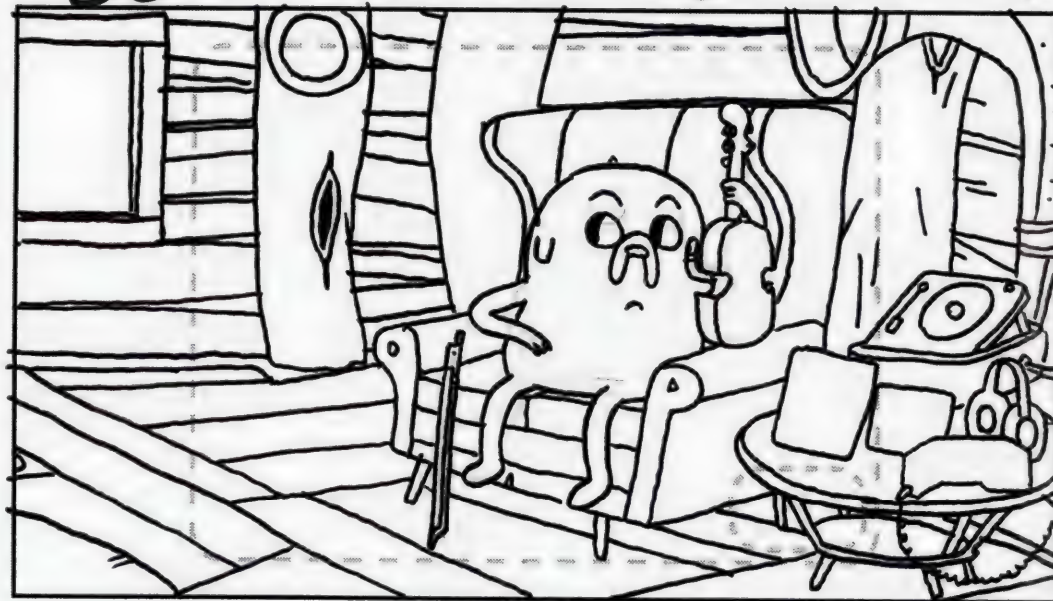


Sc. **35**

Pnl. **A**

Bg.

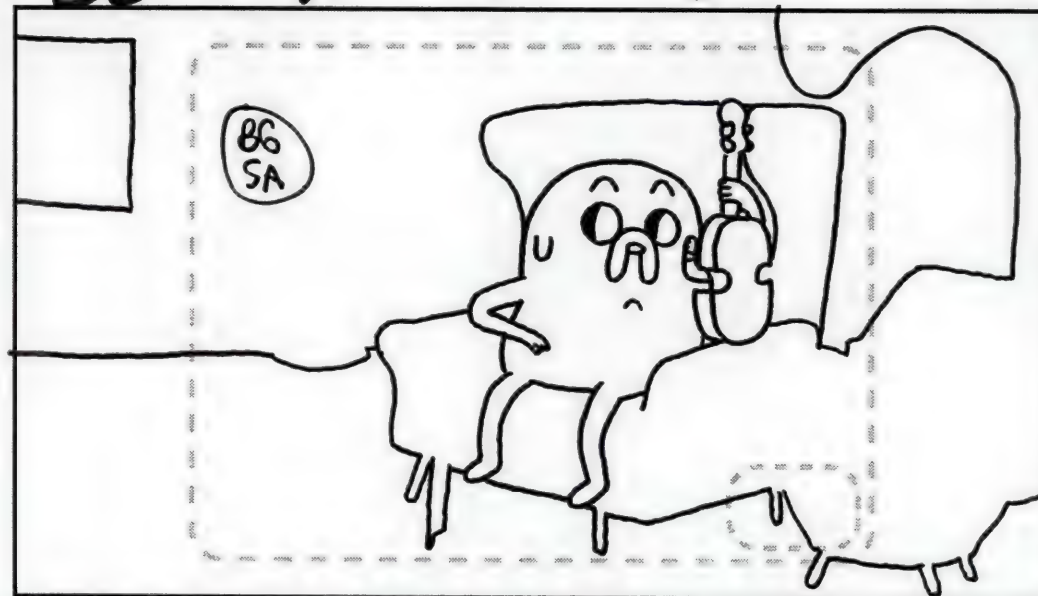
day night



Sc. **35 cont** Pnl. **B**

Bg.

Page **28**
day night



Dialog:

Shelby/ Nobody knows.

5/ Finn's been keeping this on the
super DL

Action:

Timing:

AUG 28 2015

EPISODE # 1034-231

EPISODE #

Production:

1034/231

1034/231

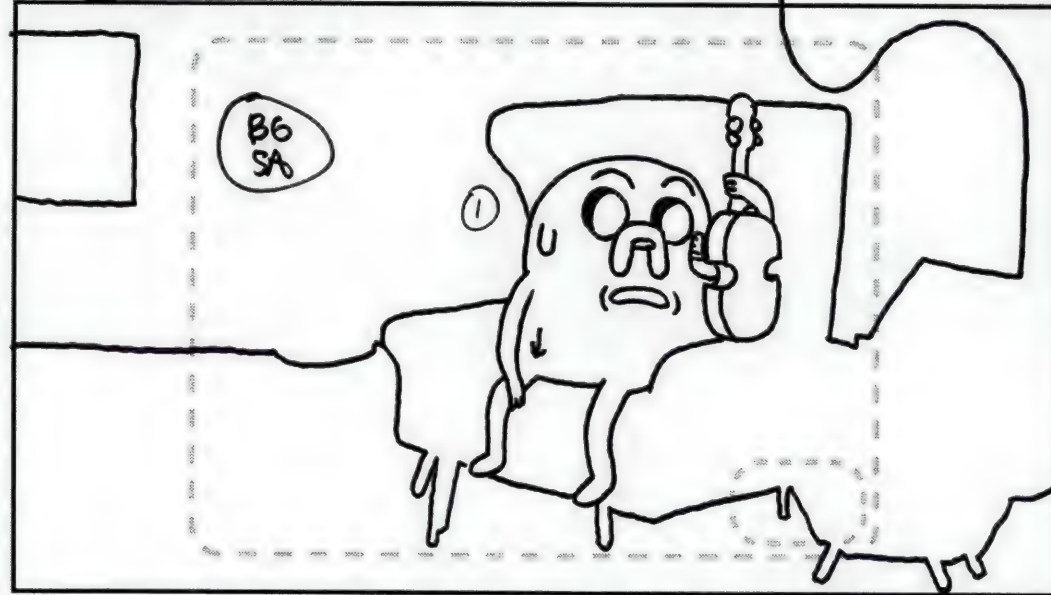
ADVENTURE TIME



Sc. 35 cont Pnl. C

Bg.

day night

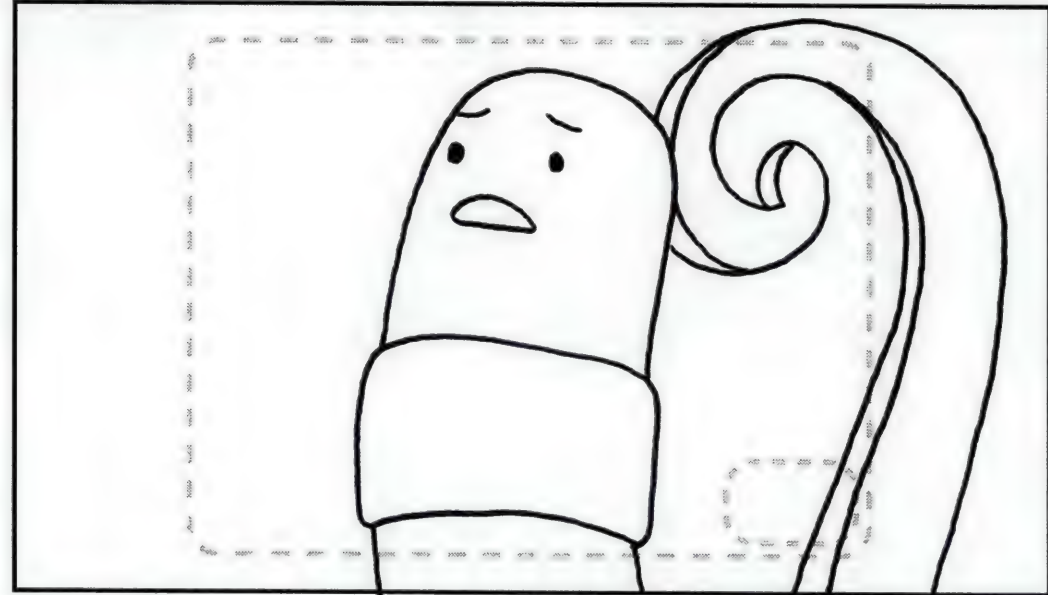


Sc. 36

Pnl. A

Bg.

Page 29
day night



Dialog: Jake! why?



Action:

Shelby! my best guess is he's just trying to be careful this time.

Timing:

AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

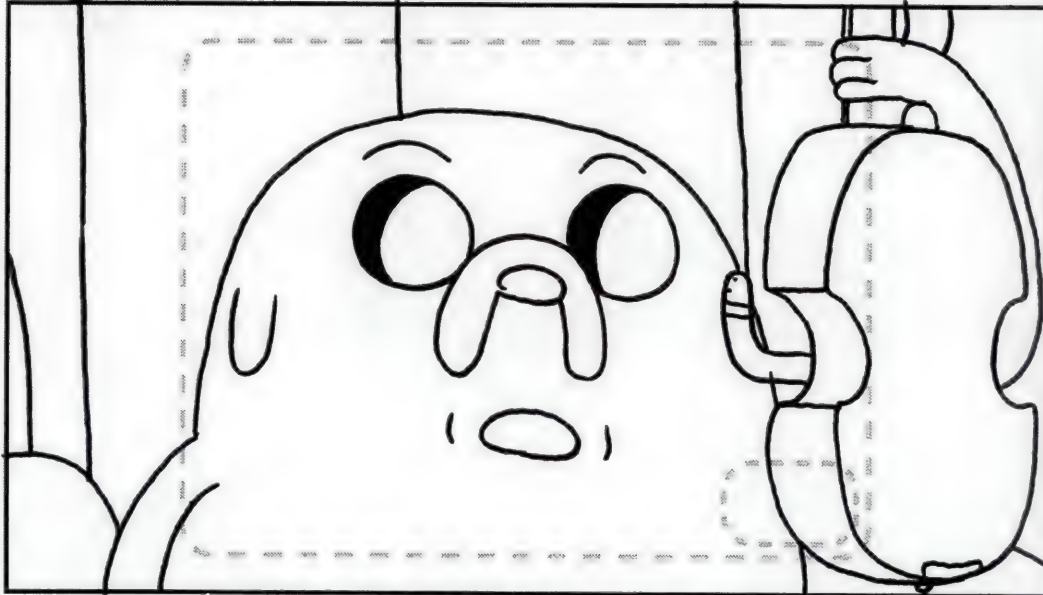


Sc. **37**

Pnl. **A**

Bg.

day night



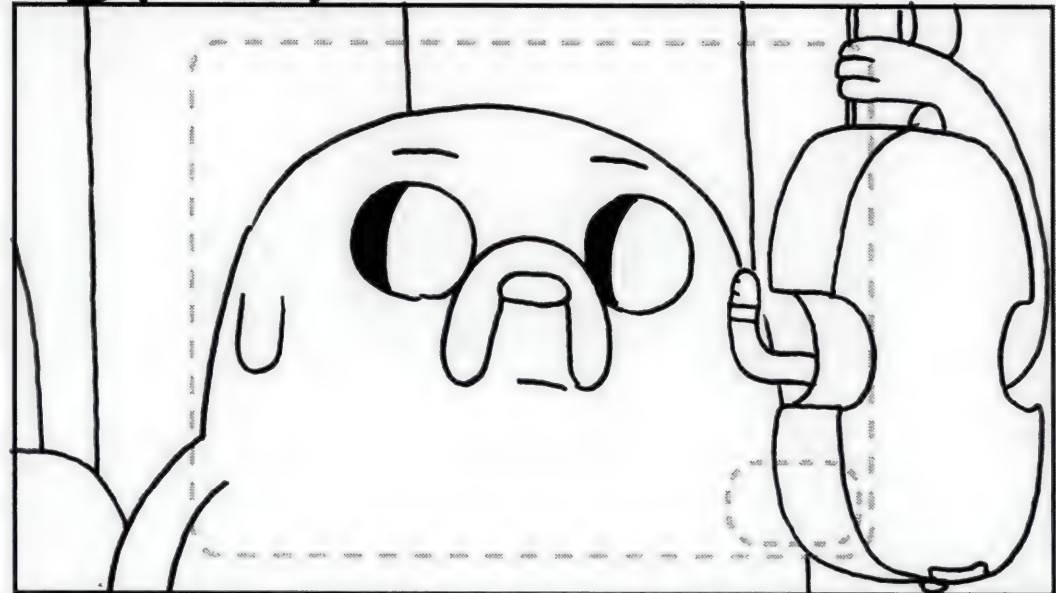
Sc. **37 CONT**

Pnl. **B**

Bg.

day night

Page **30**



Dialog: J/ Oh yeah I get it.

(beat)

Action:



Timing:

AUG 28 2011

EPISODE # 1034-231

1034/231

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

1034/231

ADVENTURE TIME



Page **31**

| Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|
| | | | | |

| Sc. | Pnl. | Bg. | day | night |
|-----------|----------|-----|-----|-------|
| 38 | A | | | |
| | | | | |

| | |
|---------|---------------------------------|
| Dialog: | <u>Jake</u> / But I still gotta |
| Action: | |
| Timing: | AUG 28 2015 |

EPISODE #
1034-231

Production:

1034/231

1034/231

ADVENTURE TIME

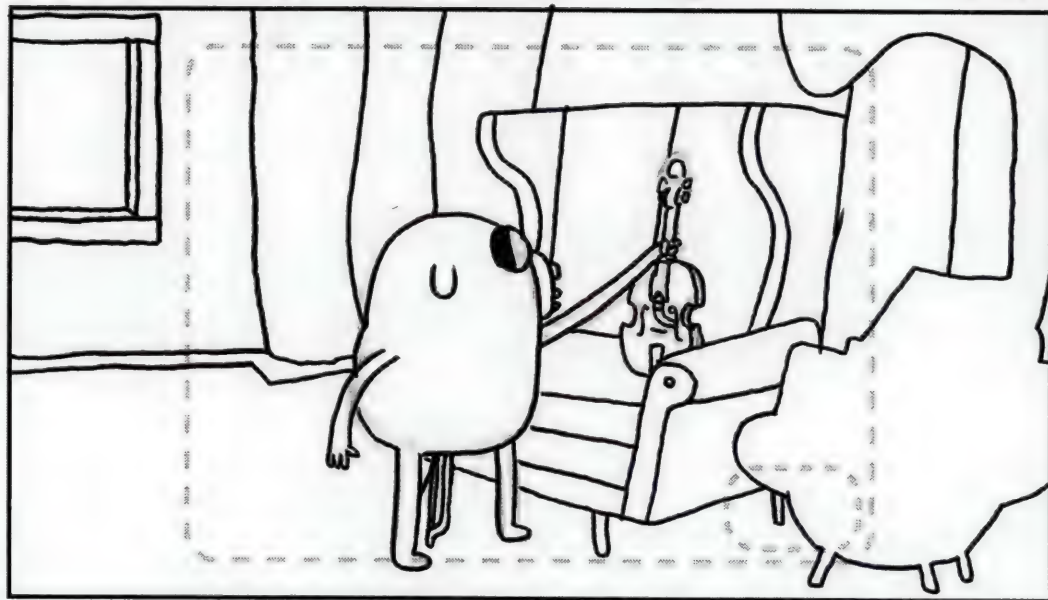


Sc. **38 cont**

Pnl. **B**

Bg.

day night

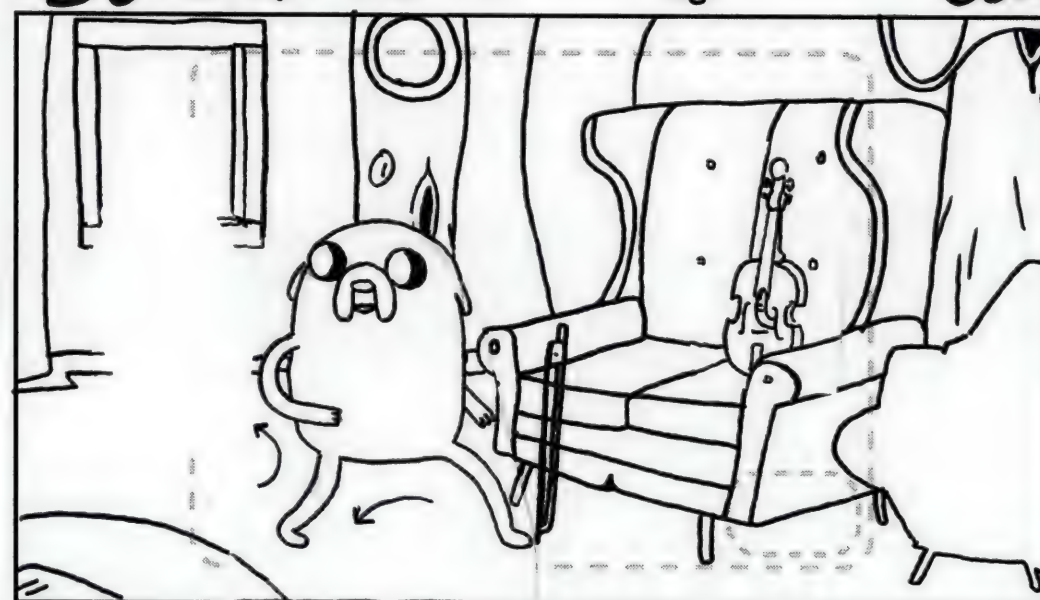


Sc. **38 cont**

Pnl. **C**

Bg.

Page **32**
32A next



Dialog: **J / ① know who this ② girl is!**

shelby / OK, just

Action: **- J. PUTS DOWN VIOLA**

- J. WALKS OVER TO WINDOW.

Timing:



AUG 28 2015

EPISODE # **1034-231**

Production:

1034/231

1034/231

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 32A
23 NEXT
day night

Sc. 038 *cont* Pnl. D

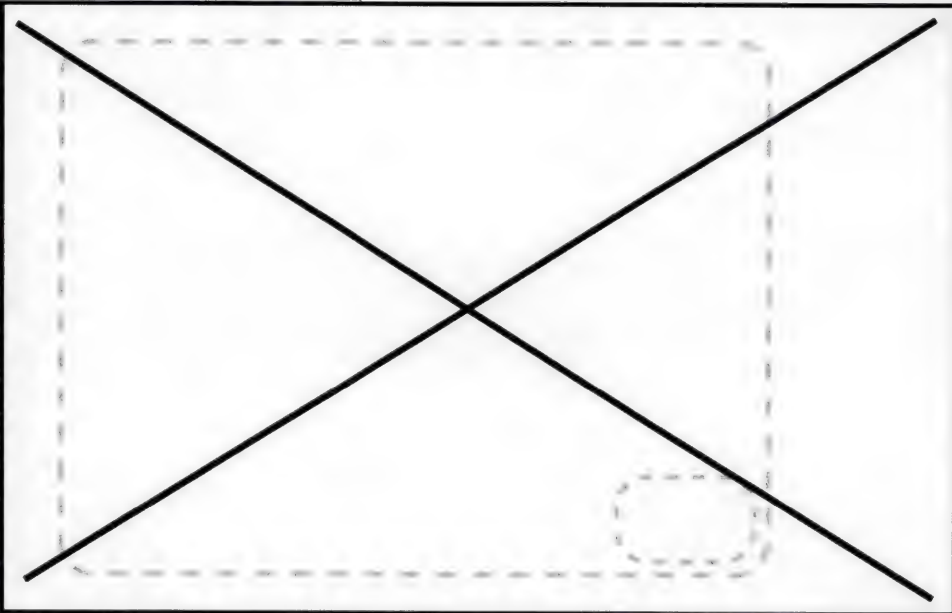
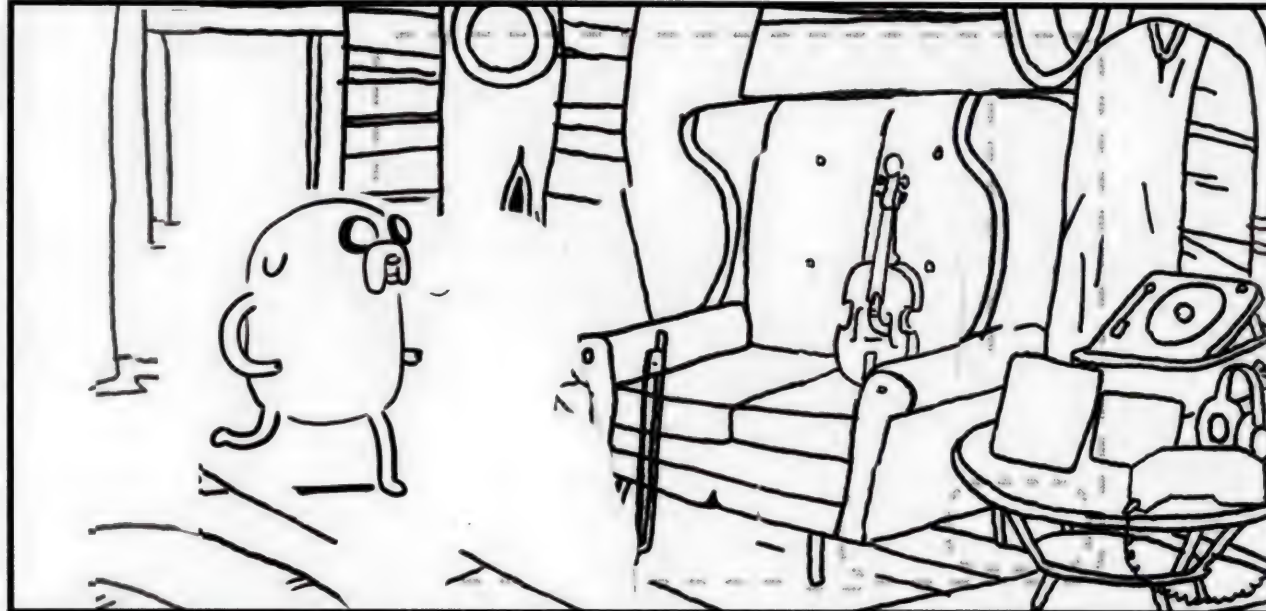
Bg.

day night

Sc.

Pnl.

Bg.



EPISODE #

1034/231

Dialog:

Shelby/ *don't blow up*

slight adustment

Action:



Timing:

AUG 28 2011

Production:

1034/231

1034/231

ADVENTURE TIME

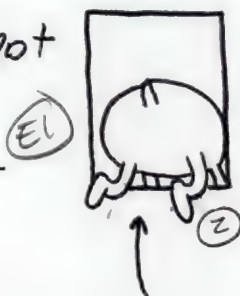


Sc. **38 cont** Pnl. E Bg. day night



Dialog:

shelby/his spot



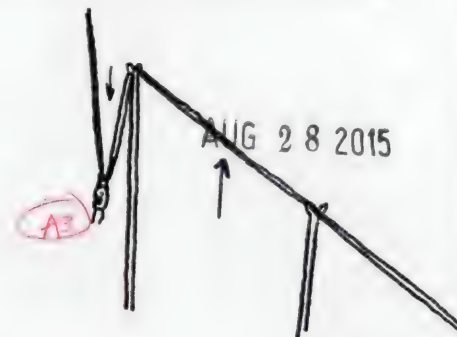
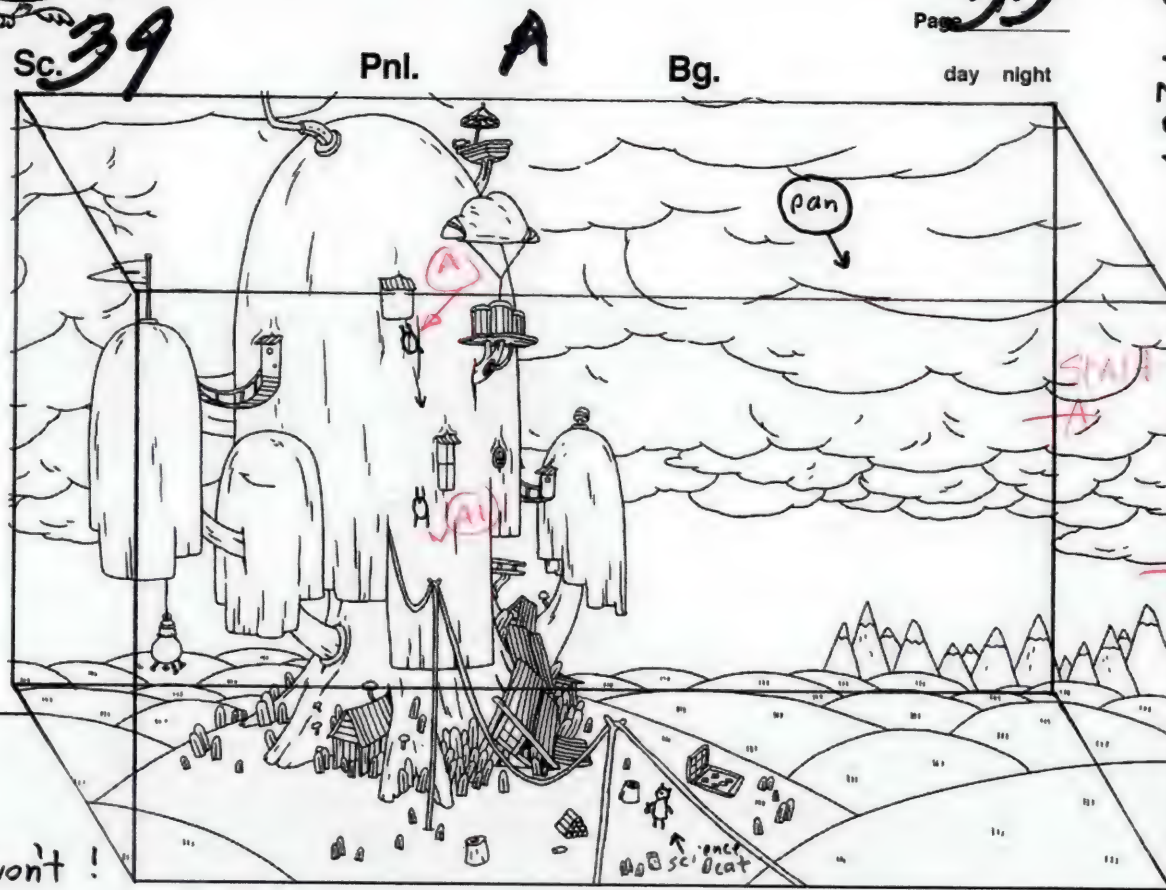
Action:

Timing:

Jake/I won't !

- J. JUMPS
OUT WINDOW.

- J. LANDS
ON CORD.
- PAN W/ JAKE.



AUG 28 2015

ADVENTURE TIME

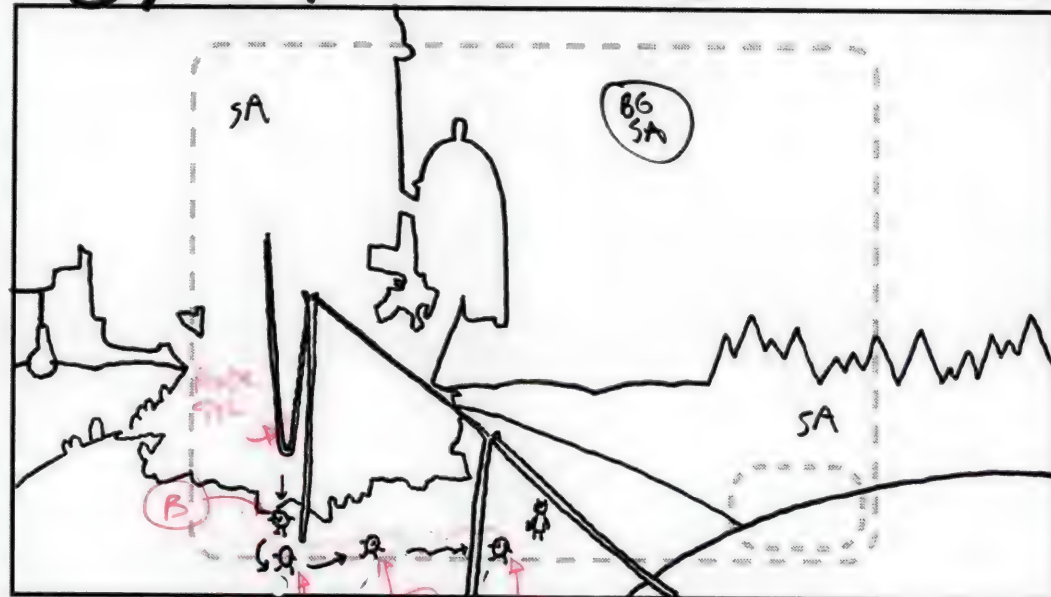


Page **34**

Sc. **39 cont** Pnl. **B**

Bg.

day night



Sc. **40**

Pnl. **A**

Bg.

day night



Dialog:

J/① OOMPH!

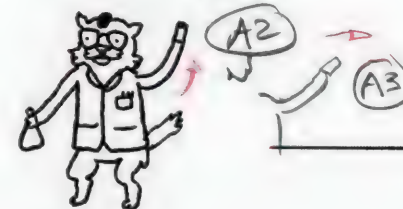
Science Cat/ Hey Jake!

Action:

-J. DROPS TO GROUND.
AND RUNS RIGHT.

-J. RUNS ON/S

Timing:



AUG 2 & 2015

EPISODE # 1034-231

EPISODE #

Production:

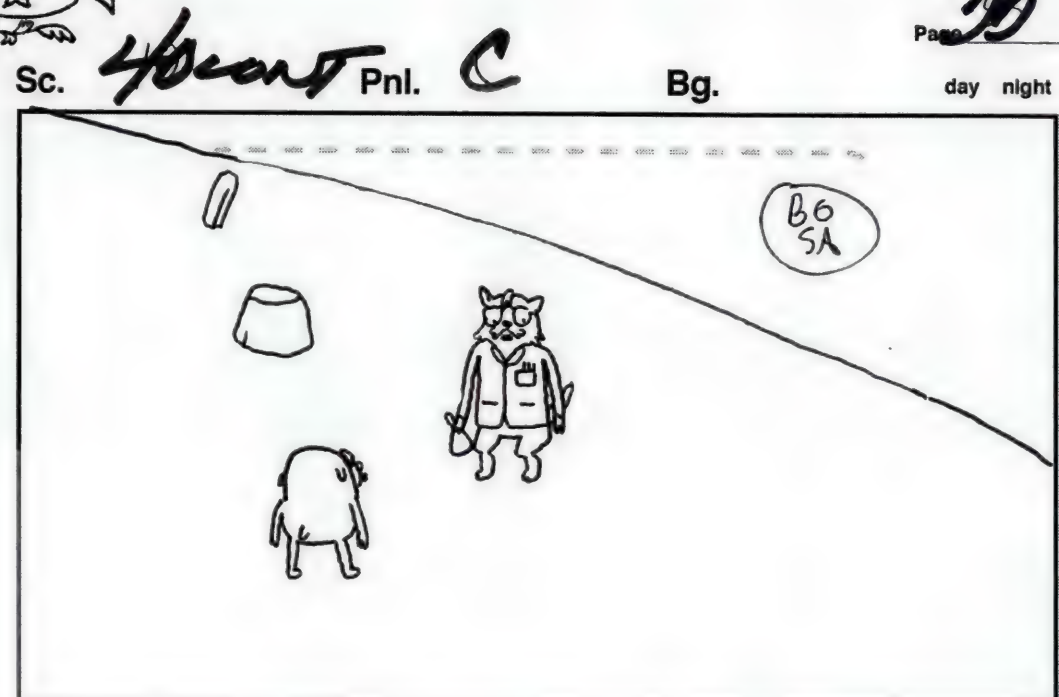
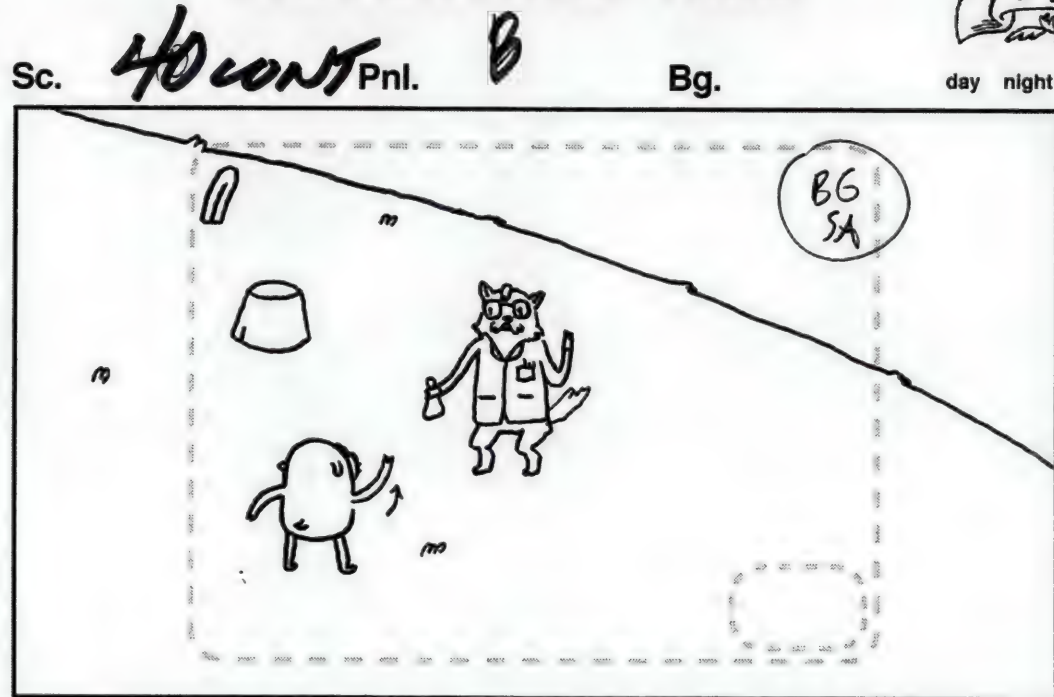
1034/231

1034/231

ADVENTURE TIME



Page **35**
day night



Dialog: J/ oh hey Science cat.
Where's your sword shark friend? → (B1.A)

Action:

Timing:

AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

1034/231

1034/231

ADVENTURE TIME



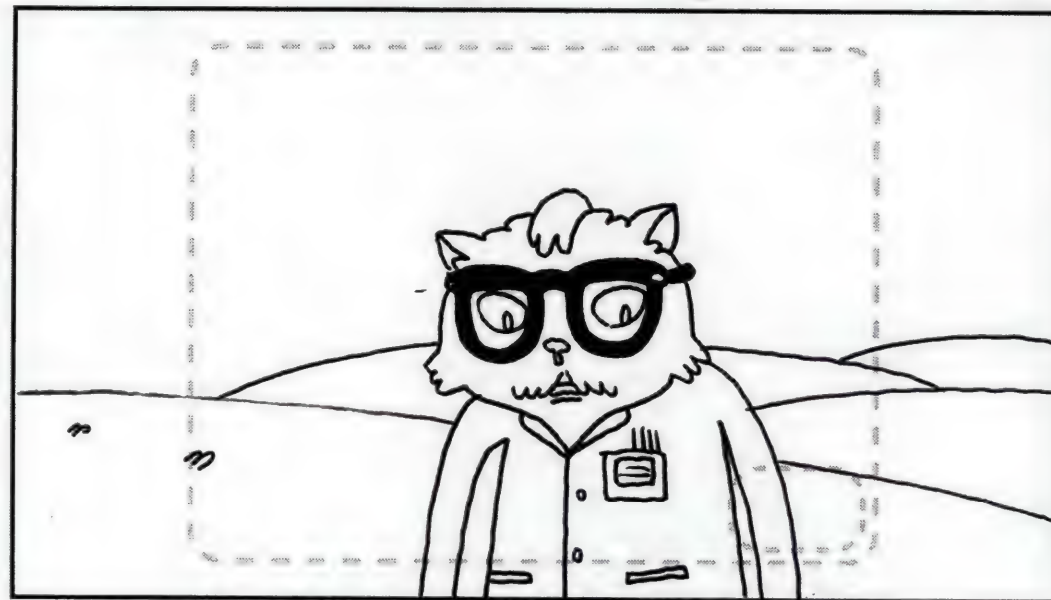
Page **36**

Sc. **41**

Pnl. **A**

Bg.

day night

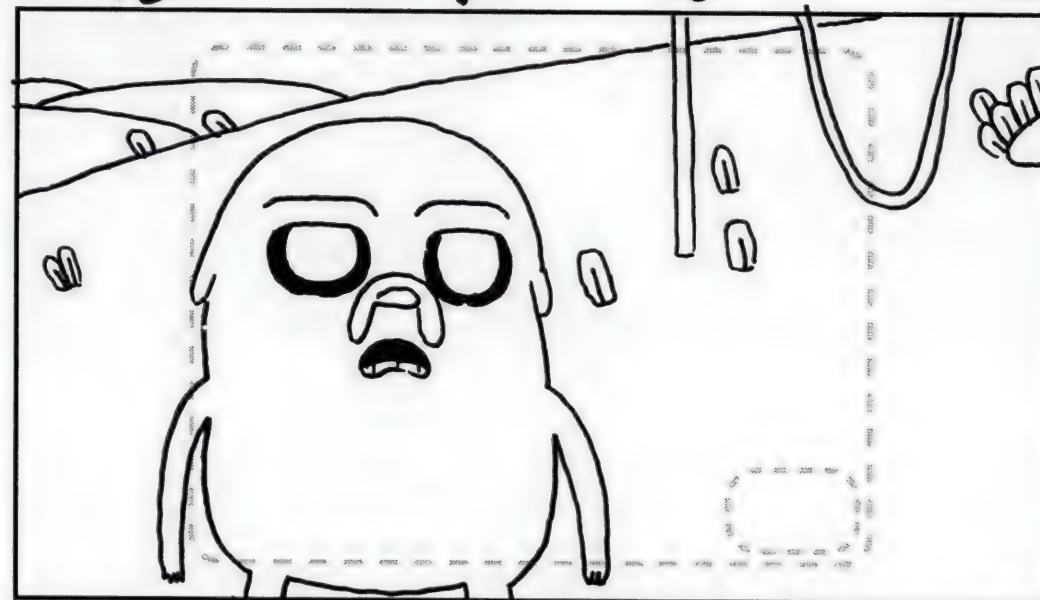


Sc. **42**

Pnl. **A**

Bg.

day night



Dialog:

Sc/ He died of old age.

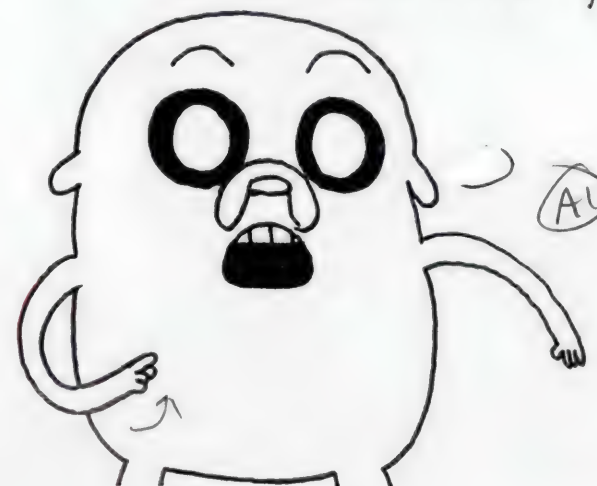
Hey are you goin' to find out who
Finn's girlfriend is?

Action:

Timing:



Jake! Who told you that??



AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

1034/231

ADVENTURE TIME



Sc.

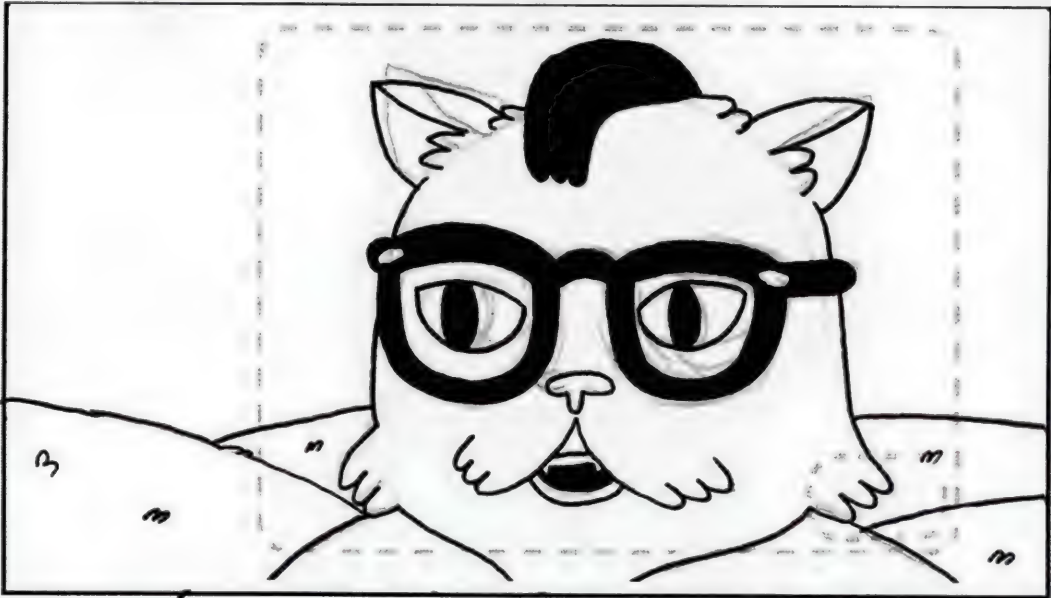
43

Pnl.

A

Bg.

day night



Sc.

44

Pnl.

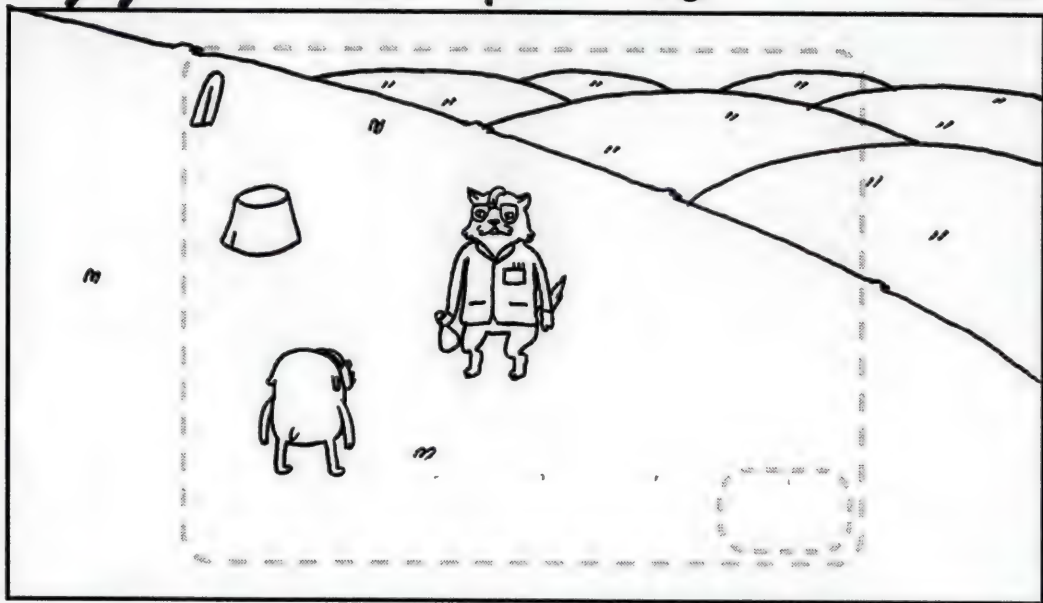
A

Bg.

Page

37

day night



Dialog:

SC/ word get's around man.

Jake/ Not to

Action:

Timing:

AUG 28 2011

1034-231

EPISODE #

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page **38**

Sc. **44 cont** Pnl. **B** Bg.

day night



Sc. **44 cont** Pnl. **C** Bg.

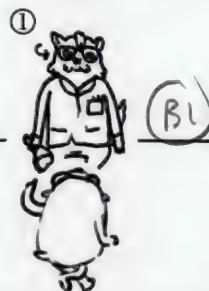
day night



Dialog: Jake / me apparently...
sc / lemme know

Action: - J. RUNS RIGHT
- SC TRACKS JAKE.

Timing:



sc / the dirt when yov find out!

- J. RUNS OFF/S

AUG 28 2015

EPISODE #

Production:

1034-231

1034/231

1034/231

1034/231

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc.

44 cont Pnl.

D

Bg.

day night

Sc.

44 cont Pnl.

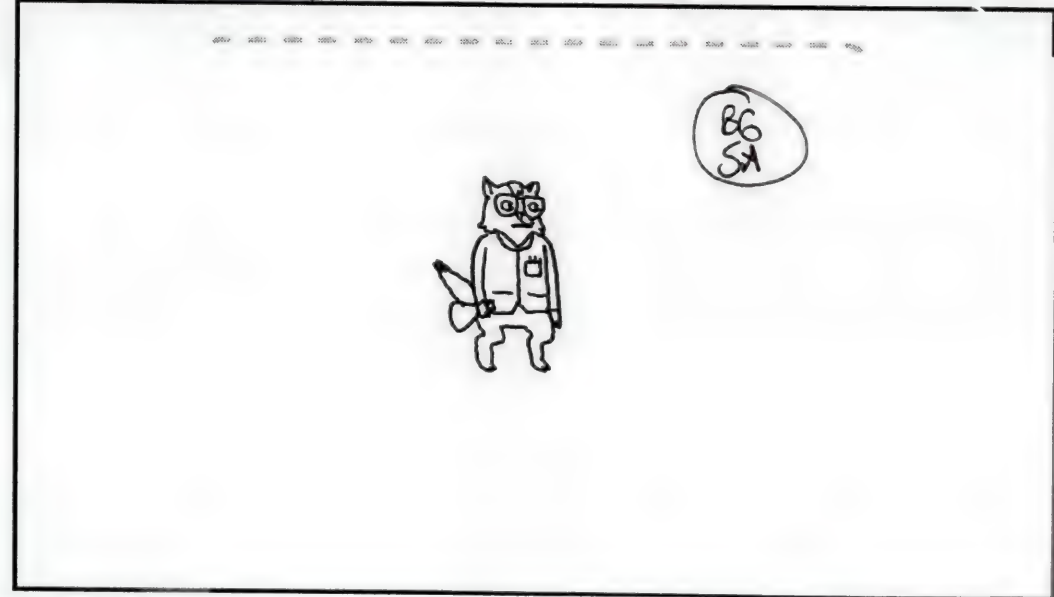
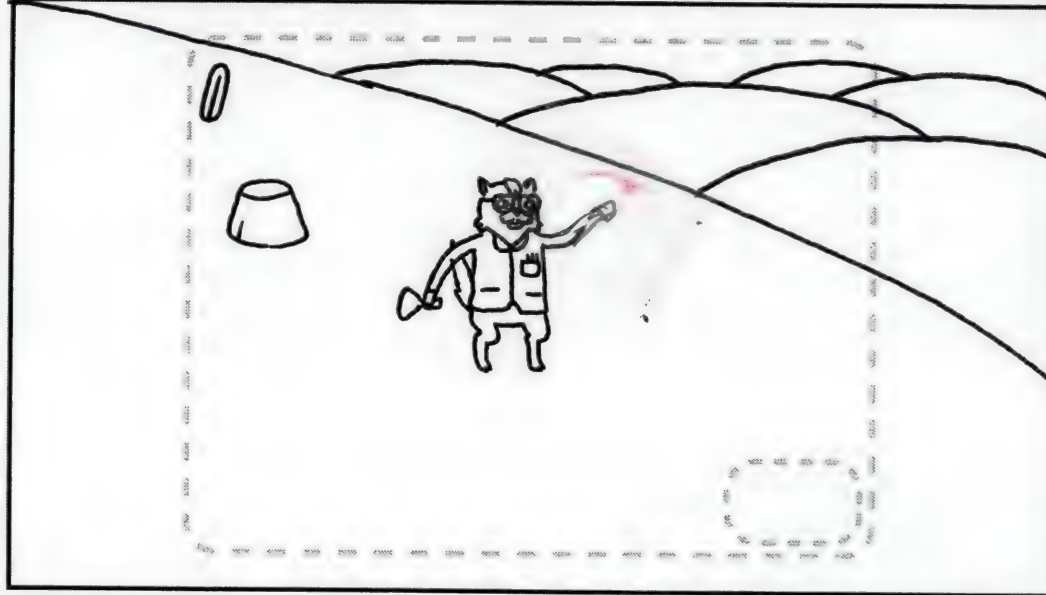
E

Bg.

Page

39

day night



Dialog:

Jake/^(L/S) I won't !

Action:

Timing:

AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

1034/231

ADVENTURE TIME



Sc.

45

Pnl.

A

Bg.

day night

Sc.

45 cont

Pnl.

B

Bg.

Page

40

day night



Dialog:

① sniff sniff

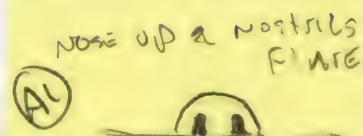
① sniff sniff

Action:

- J. SNIFFS AT GROUND
AS HE CRAWLS.
- BG ANIMATES

↖ cycle ↗
x 3

Timing:



w/w muzzle cycle

AUG 28 2015

Production:

EPISODE #

1034-231

1034/231

1034/231

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

1034/231

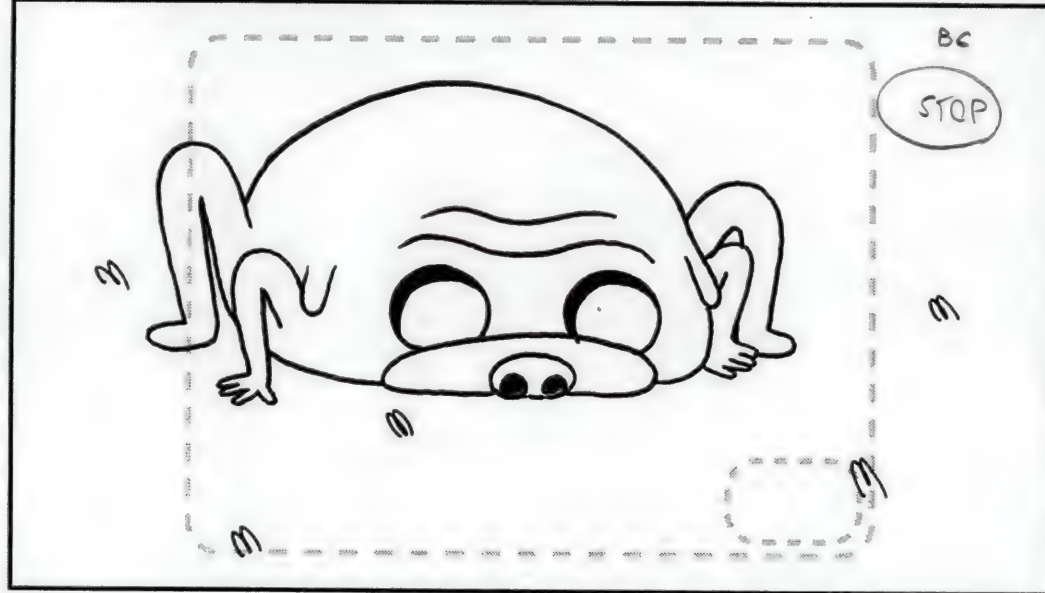
ADVENTURE TIME



NO SC'S 46-47

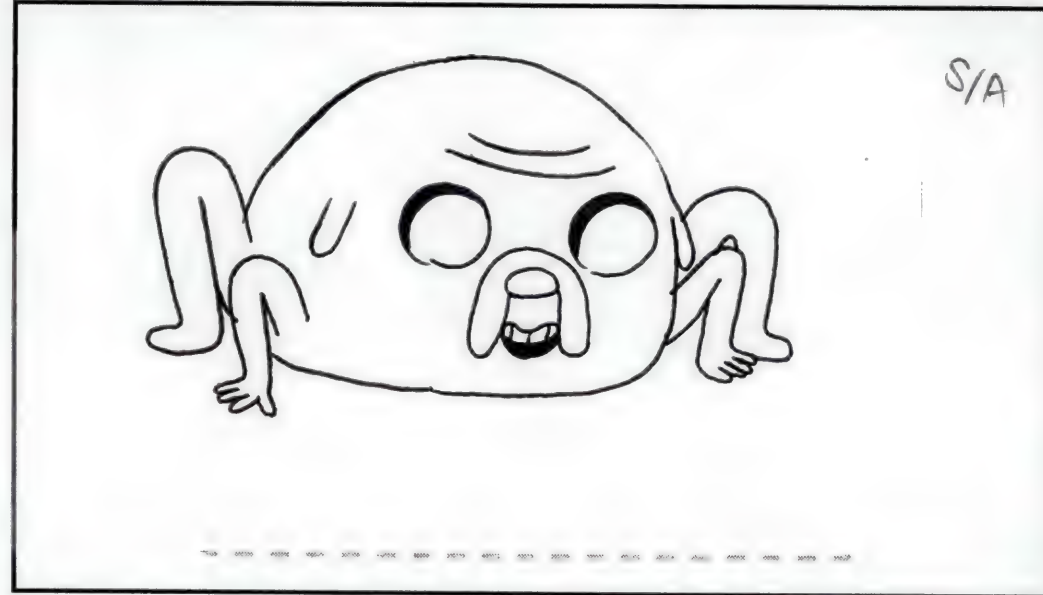
Sc. **45 cont** Pnl. **C** Bg.

day night



Sc. **45 cont** Pnl. **D** Bg.

Page **41**
NO SC'S **42-44**
day night



Dialog:

(J) SNIFF
SFX

J/ Ahh! There's that Finn stink.

Action:



Timing:

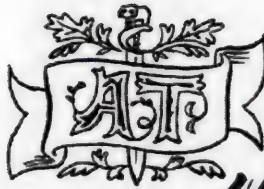
AUG 28 2011

EPISODE # 1034-231

Production:

1034/231

ADVENTURE TIME



Sc. **48**

Pnl. **A**

Bg.

day night

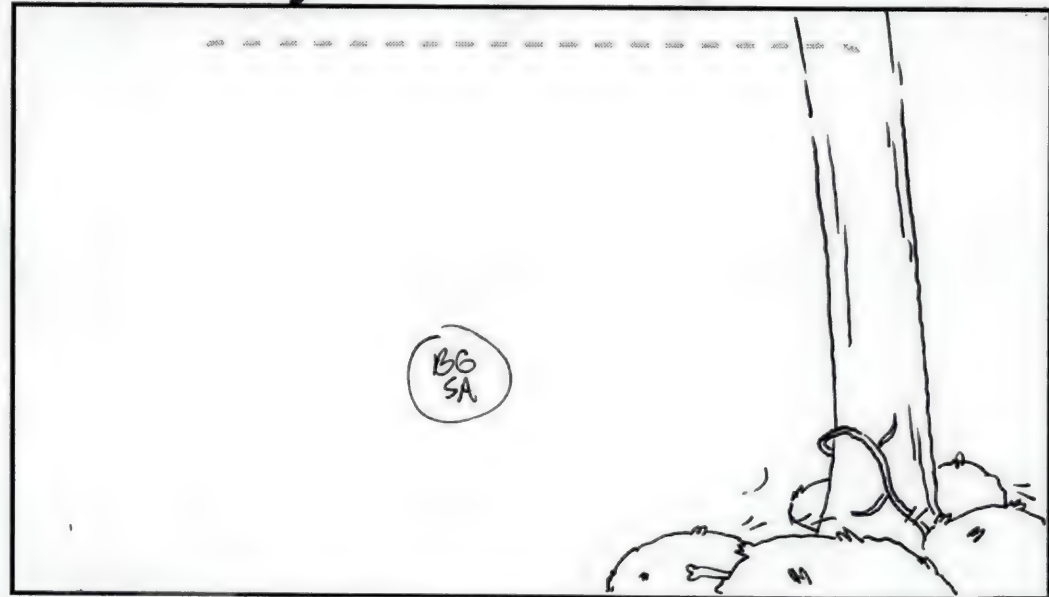


Sc. **48 cont**

Pnl. **B**

Bg.

day night



Dialog:

SFX: (distant sound of flute) (J) shiff shiff

Jake / (2) hrvh (3) whazzzt?
(flute sounds)

Action:

Bushes rustle
Jake pops up

Timing:



AUG 28 2015

EPISODE # 1034-231

1034/231

not and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

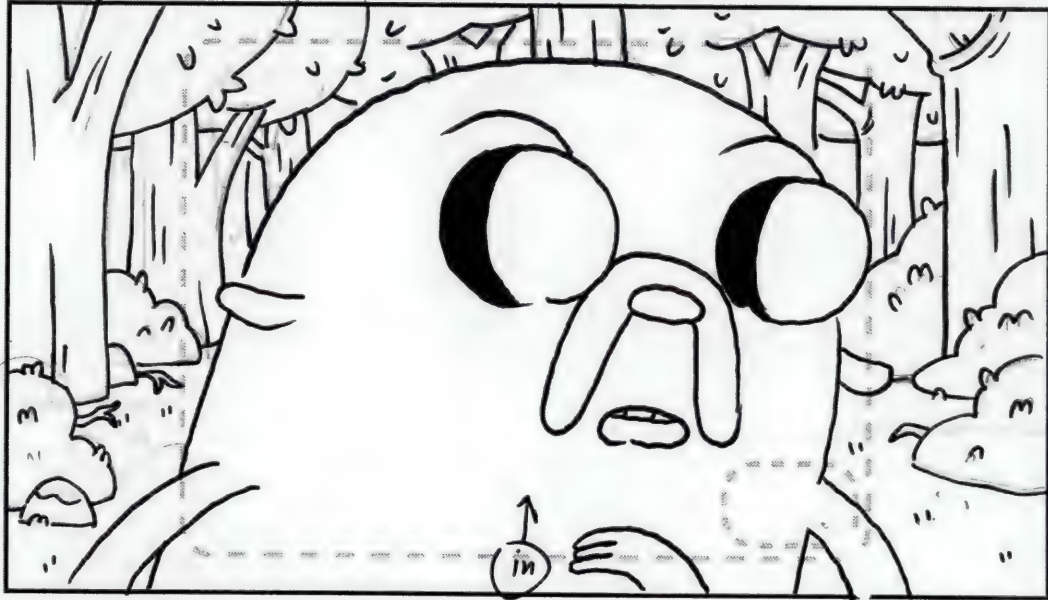


Sc. **49**

Pnl. **A**

Bg.

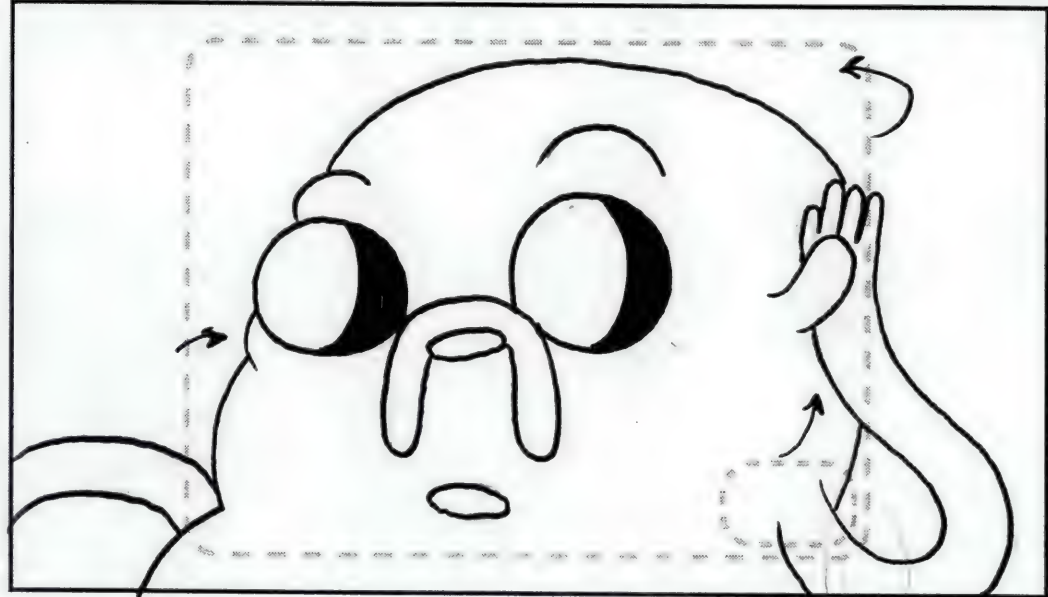
day night



Sc. **49 cont** Pnl. **B**

Bg.

Page **46**
day night



Dialog:

J/ sounds like a

J: flute!

(FLUTE SOUNDS) →

— Jake leans in

(A)

AUG 28 2015

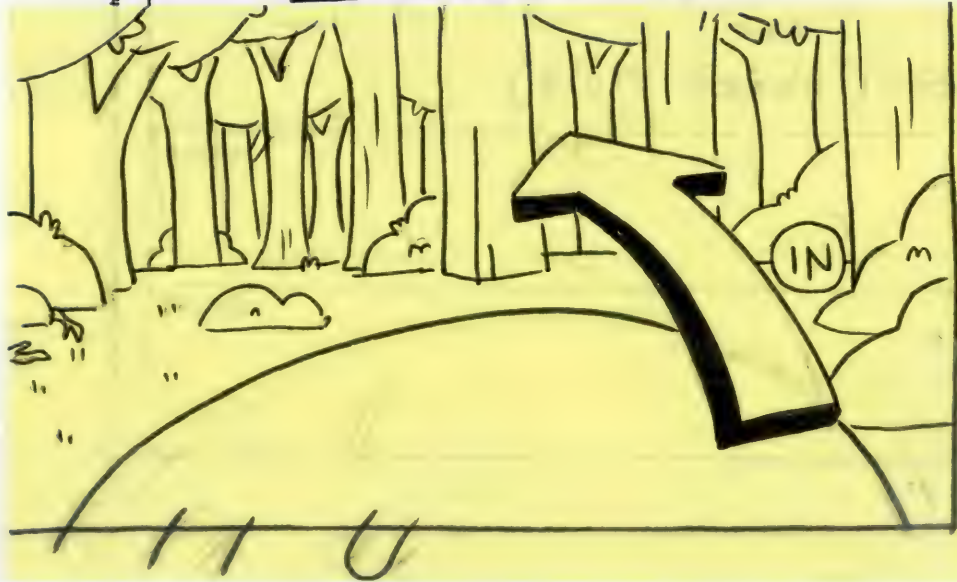
Production:

EPISODE #

1034-231

1034/231

1034/231



ADVENTURE TIME



Sc. 50

A

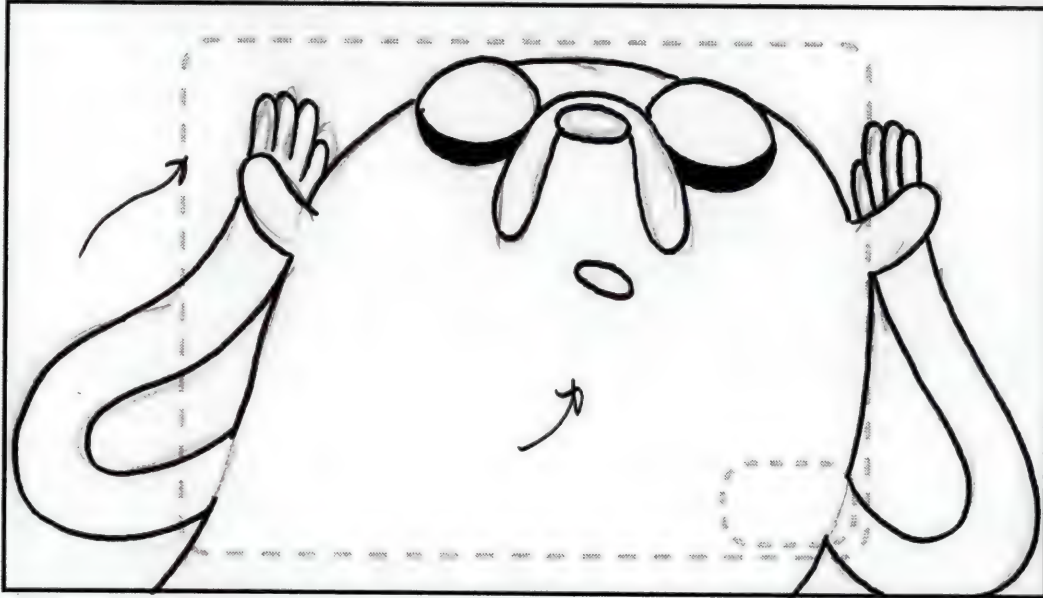
P. 47

Sc.

49 CONT Pnl. C

Bg.

day night



Dialog:

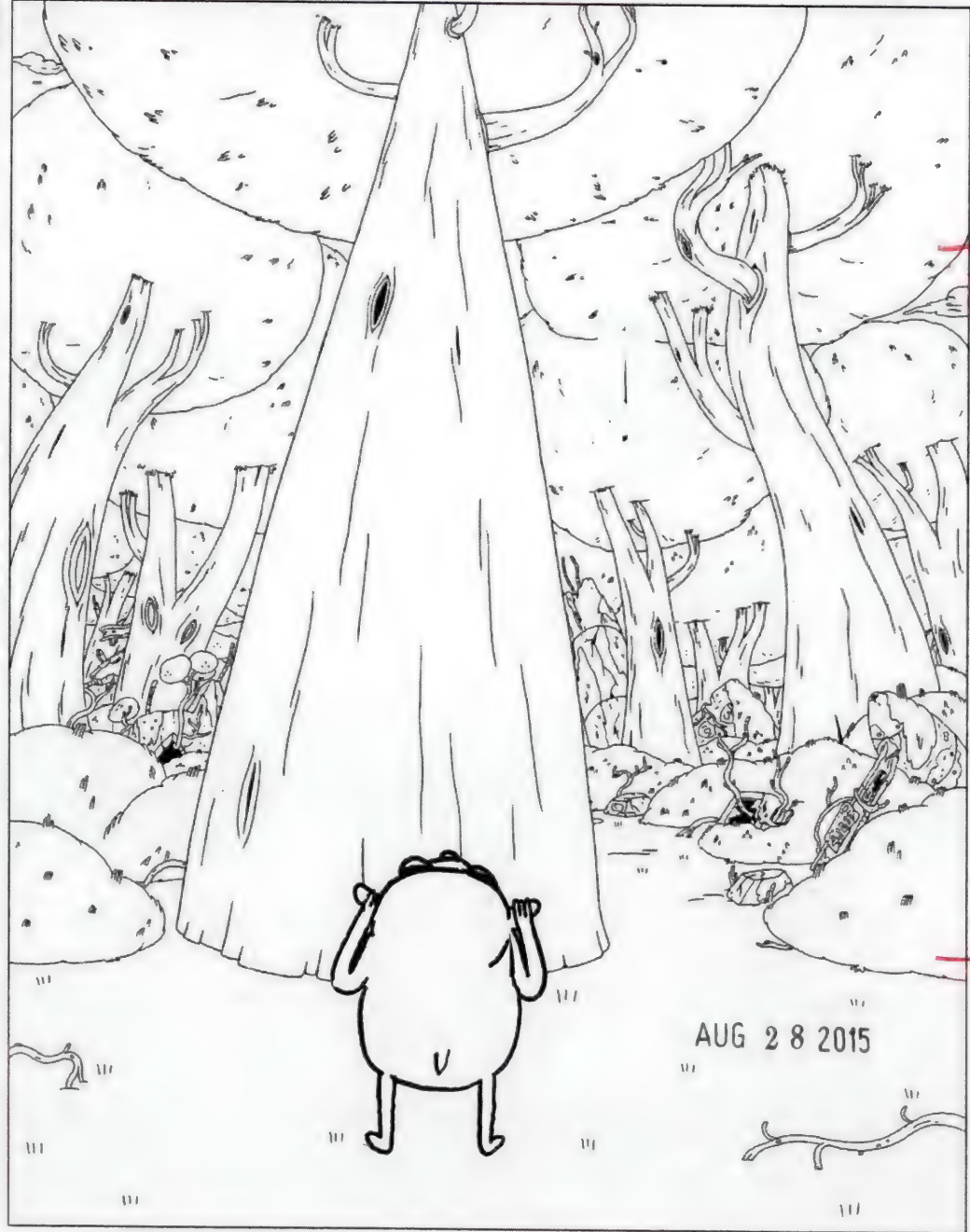
J/ coming from...

Jake! Above the canopy! →

Action:

- J. Looks UP.
- PAN UP TREE.

Timing:



AUG 28 2015

EPISODE #

1034-231

Production:

stop
B

next
panel
A

A
start

ADVENTURE TIME



Page **48**

Sc.

Pnl.

Bg.

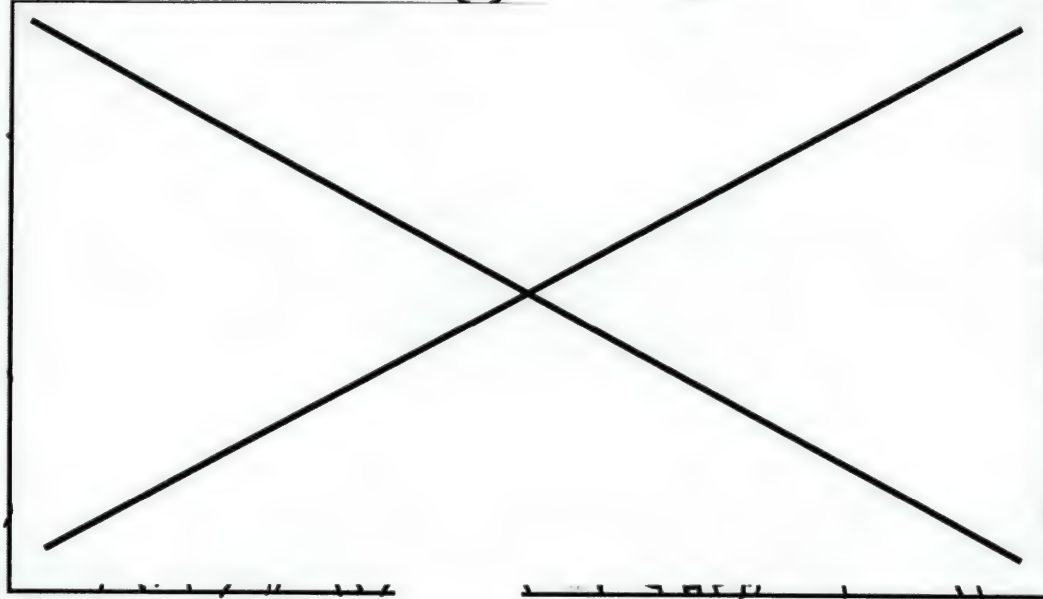
day night

So

Pnl. **A**

Rm

day night



Dialog:

Action:

Timing:

AUG 28 2015

EPISODE #

1034-231

Production:

1034/231

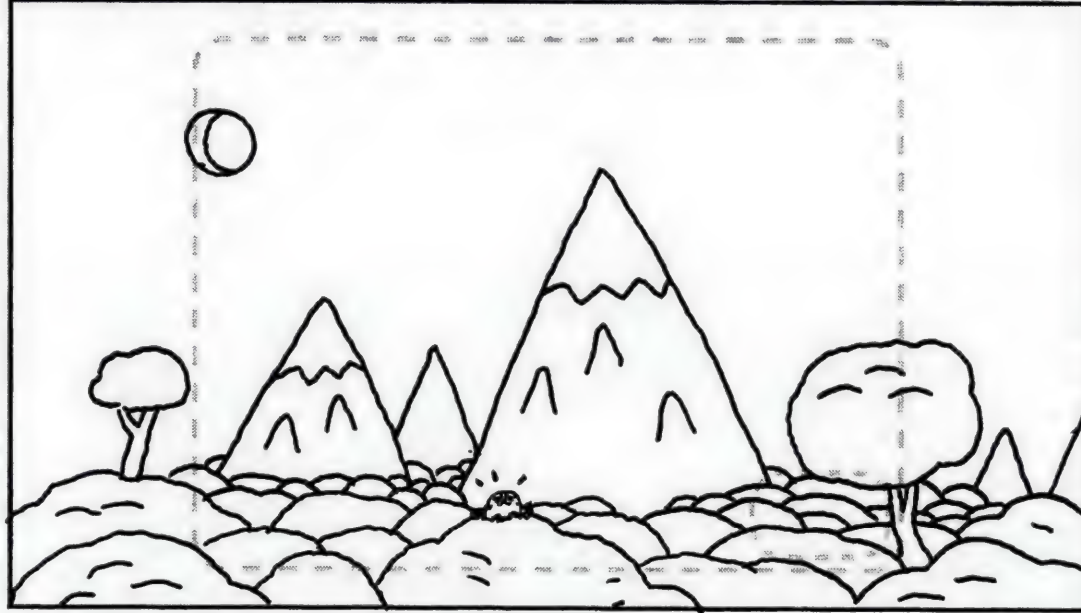
1034/231

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

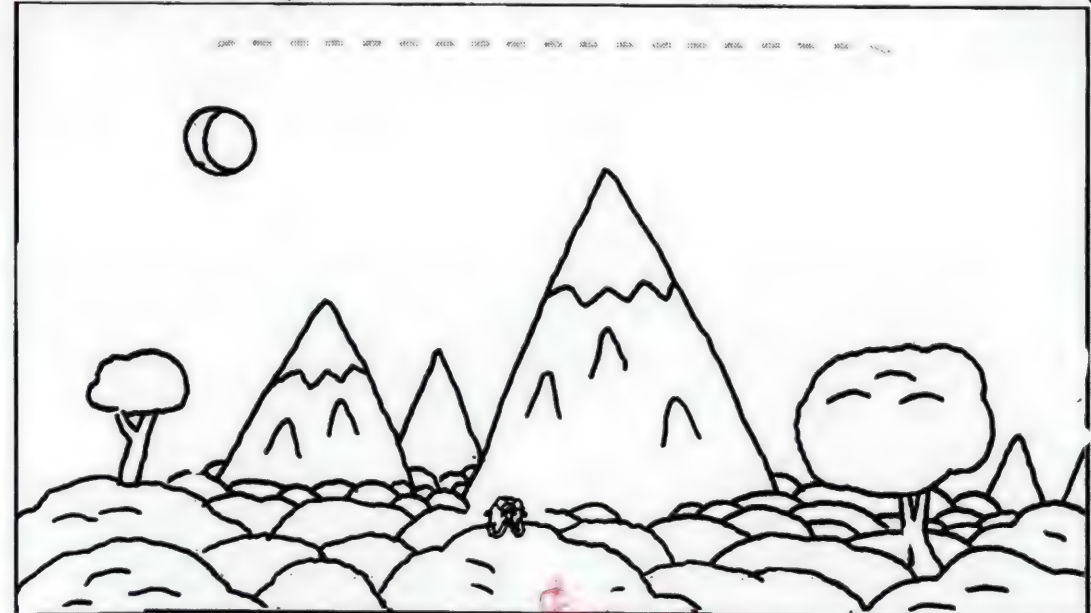
ADVENTURE TIME



Sc. 51 cont Pnl. B Bg. day night



Sc. 51 cont Pnl. C Bg. day night



Dialog:

sfx / : POOMPH :

Jake / (3) : GASP :

Diag
truck
out

Action:

- Jake bursts thru canopy

- J. looks
AROUND

AUG 28 2015

Timing:

Page 49
day night 49A NEXT

EPISODE # 1034-231

Production:

1034/231

1034/231

ADVENTURE TIME



Page 49A

50 NEXT

Sc. 051 **CONT** Pnl. D

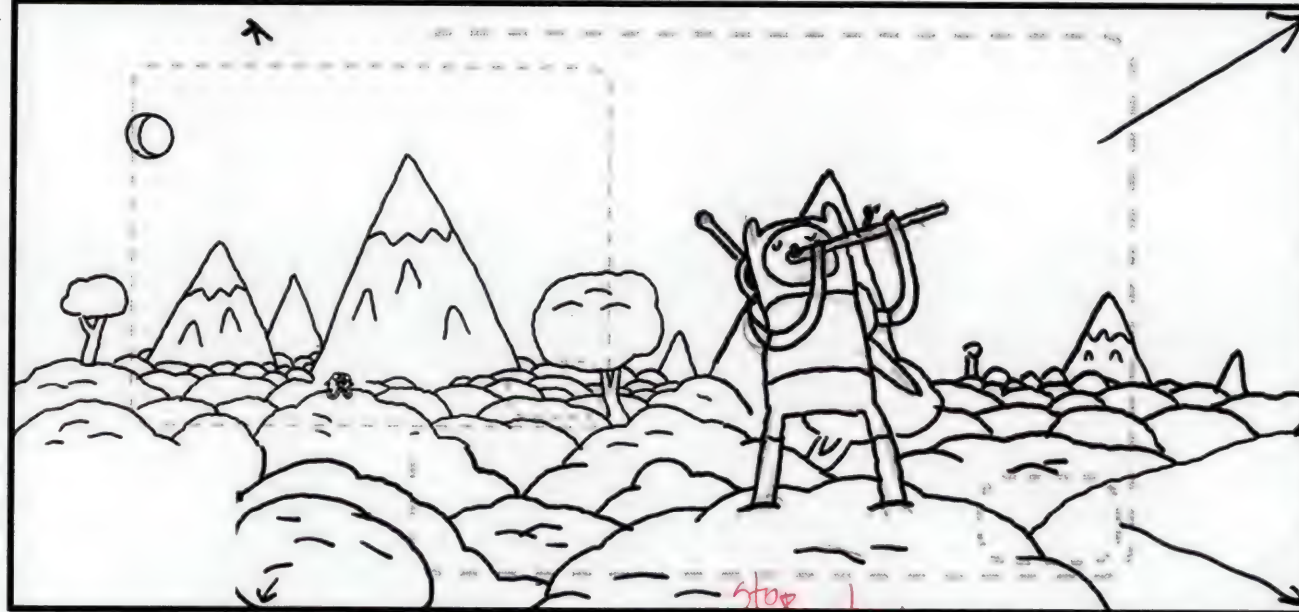
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

Timing:

AUG 28 2015

EPISODE #

Production:

1034/231

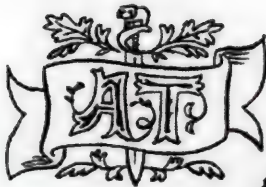
1034/231

1034/231

1034/231

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. *51 cont*

Pnl. E

Bg.

day night



Sc. *51 cont*

Pnl. F

Bg.



Page *50*
50A NEXT

| |
|-----------------------|
| Dialog: |
| <i>SFX. * FLUTE *</i> |
| Action: |
| |
| Timing: |

AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

1034/231

ADVENTURE TIME



Page **50A**
day night **51 NEXT**

Sc. **51 cont**

Pnl. G

Bg.

day night

Sc. **51 cont**

Pnl. H

Bg.



Dialog:

SFX, * FLUTE *

Action:

- truck out to Finn playing flute

- BG PANS

- FINN / FOREGROUND TREE ANIMATE.

Timing:

AUG 28 2015

EPISODE #

1034-231

Production:

1034/231

1034/231

1034/231

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

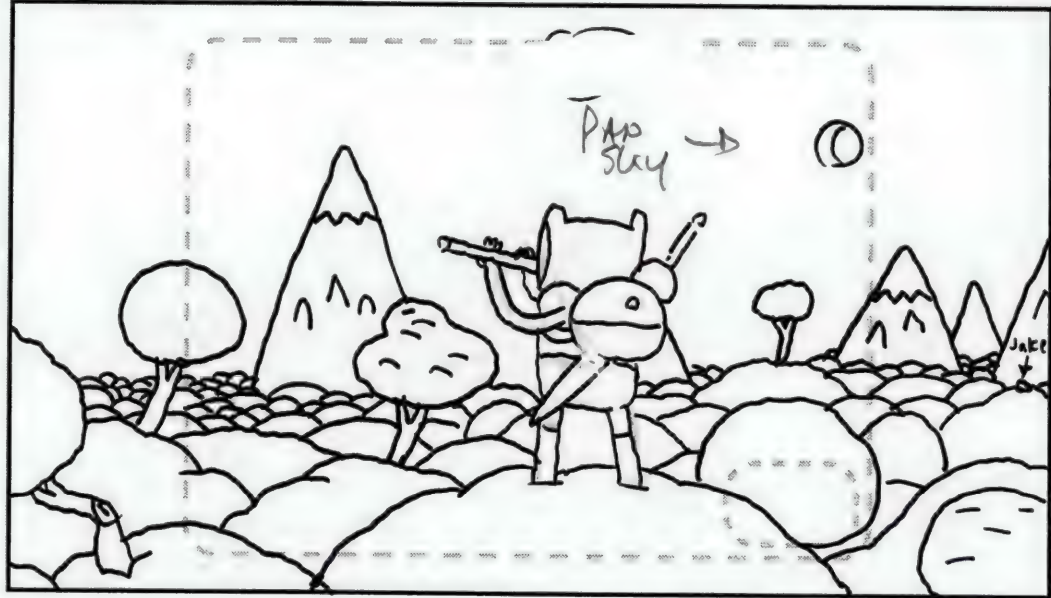


Sc. 51

Pnl. I

Bg.

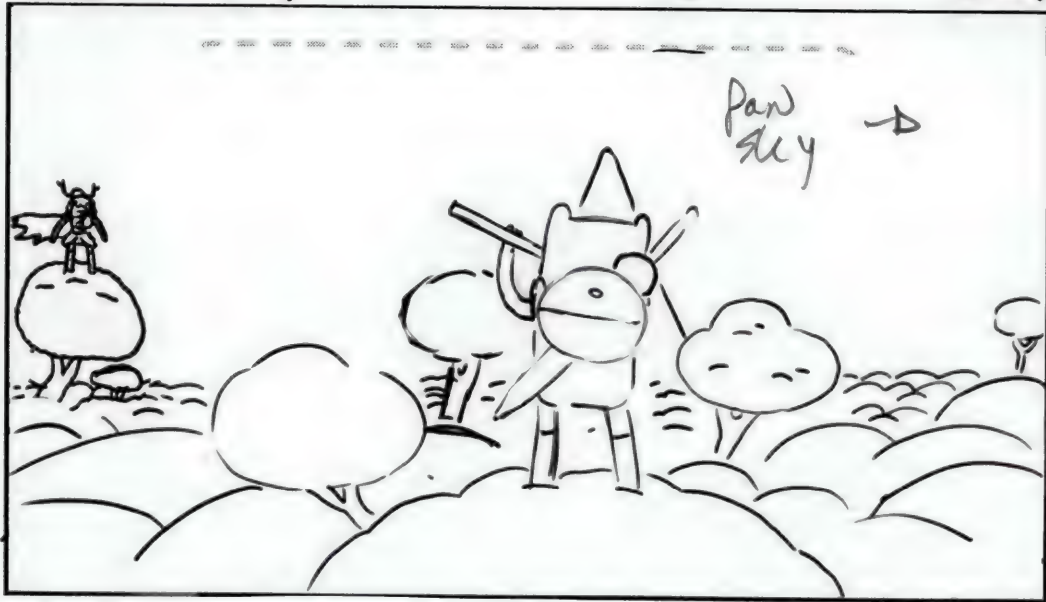
day night



Sc. 51 CONT

Pnl. J

Bg.



Dialog:

Action:

-PAN AROUND FINN TO REVEAL
HUNTRESS WIZARD.

Timing:

AUG 8 2011

EPISODE #

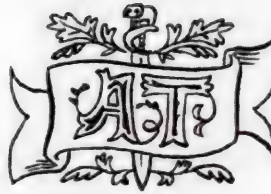
1034-231

Production:

1034/231

1034/231

ADVENTURE TIME



Sc. 051 *cont* Pnl. K

Bg.

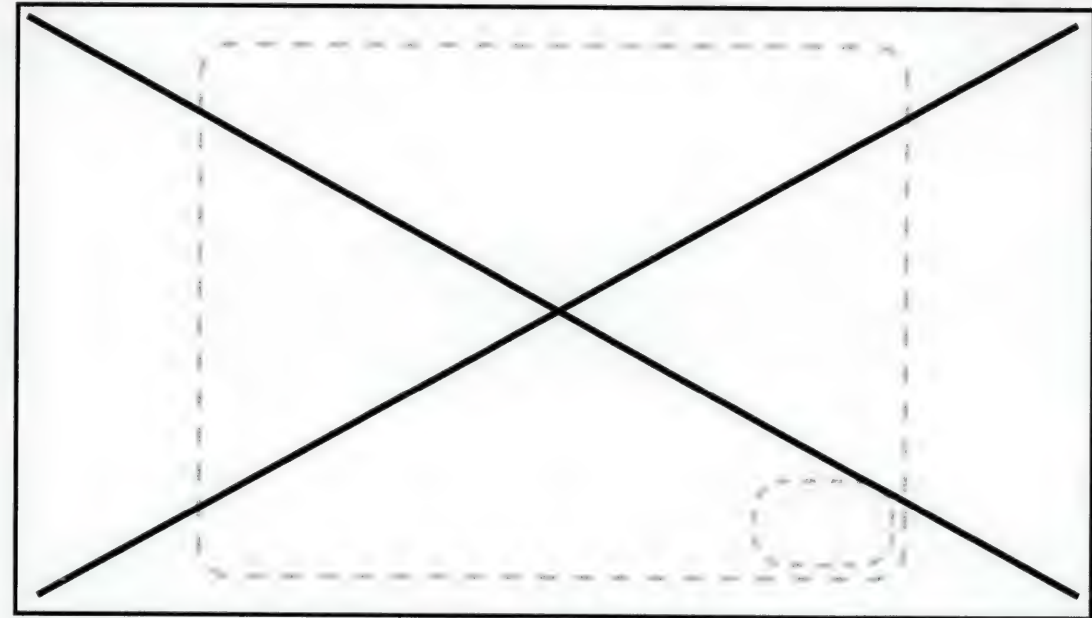
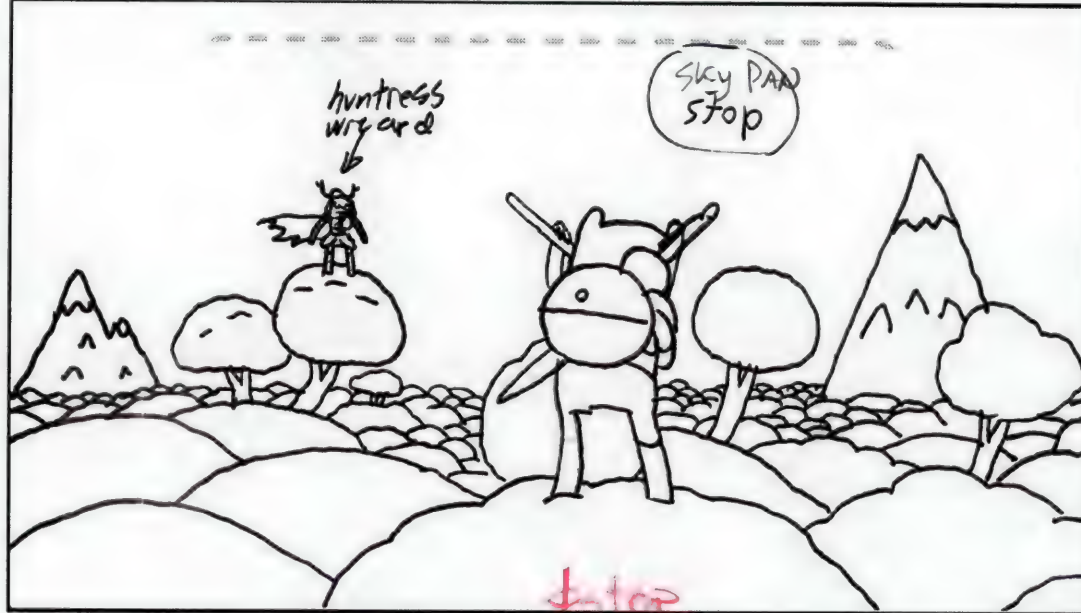
day night

Sc.

Pnl.

Bg.

Page 51A
B-NEXT
day night



Dialog:

Action:

Timing:



cape Flapping in the wind

AUG 28 2015

EPISODE # 1034-231

Production:

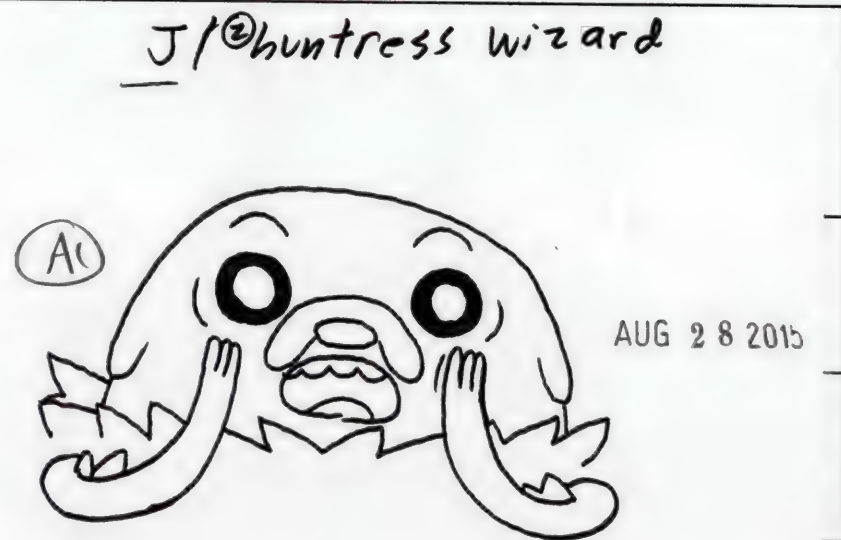
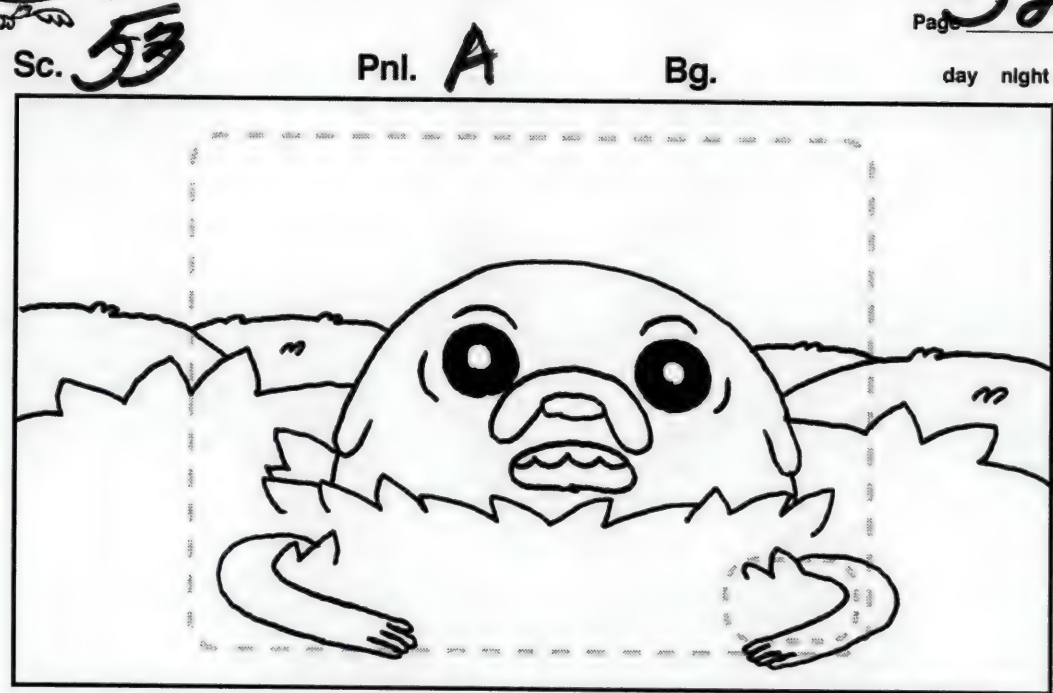
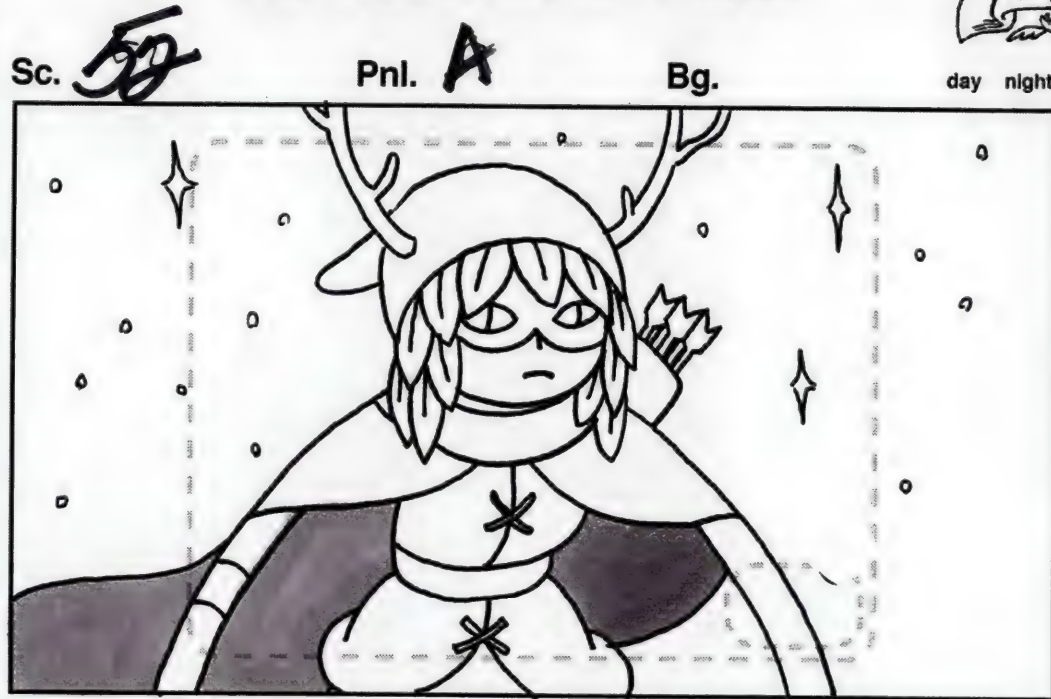
1034/231

1034/231

ADVENTURE TIME



Page 52



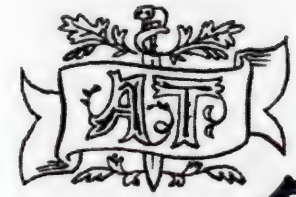
EPISODE # 1034-231

Production:

1034/231

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

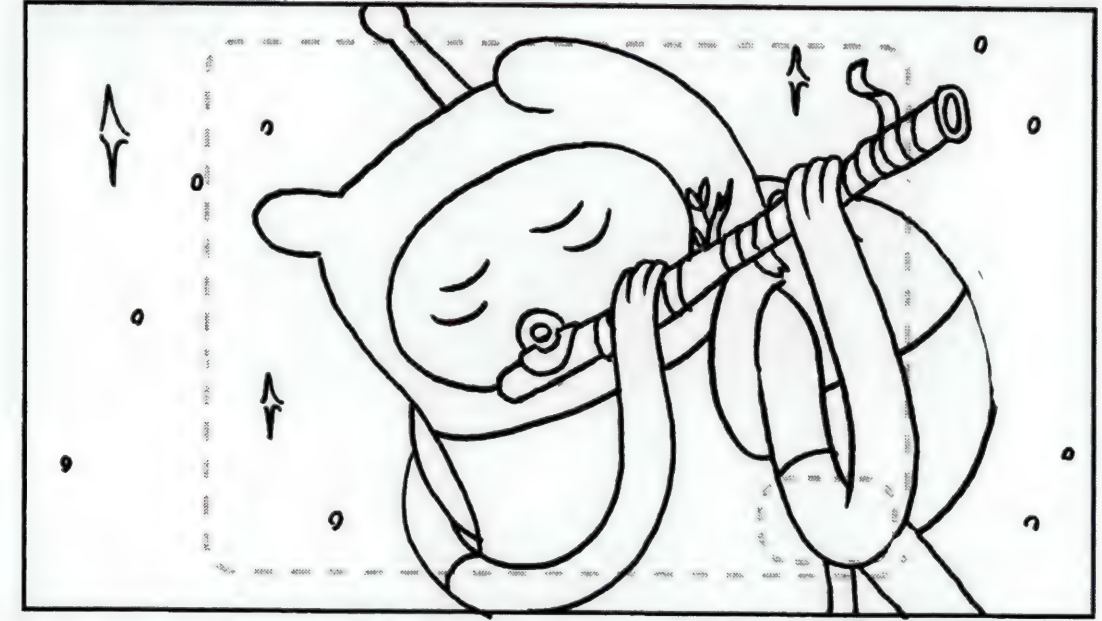


Page **53**

Sc. **54** Pnl. **A** Bg. day night



Sc. **55** Pnl. **A** Bg. day night



Dialog:
HUNTRESS
WIZARD
STOP!

Action:

Timing:

SFX:

AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

1034/231

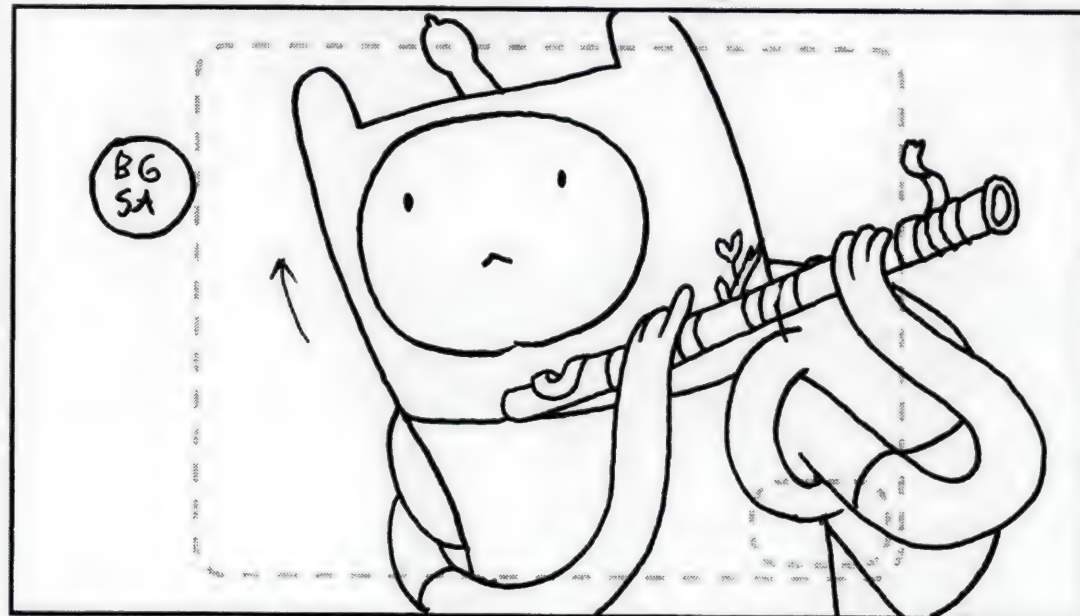
ADVENTURE TIME



Sc. **55 cont** Pnl. **B**

Bg.

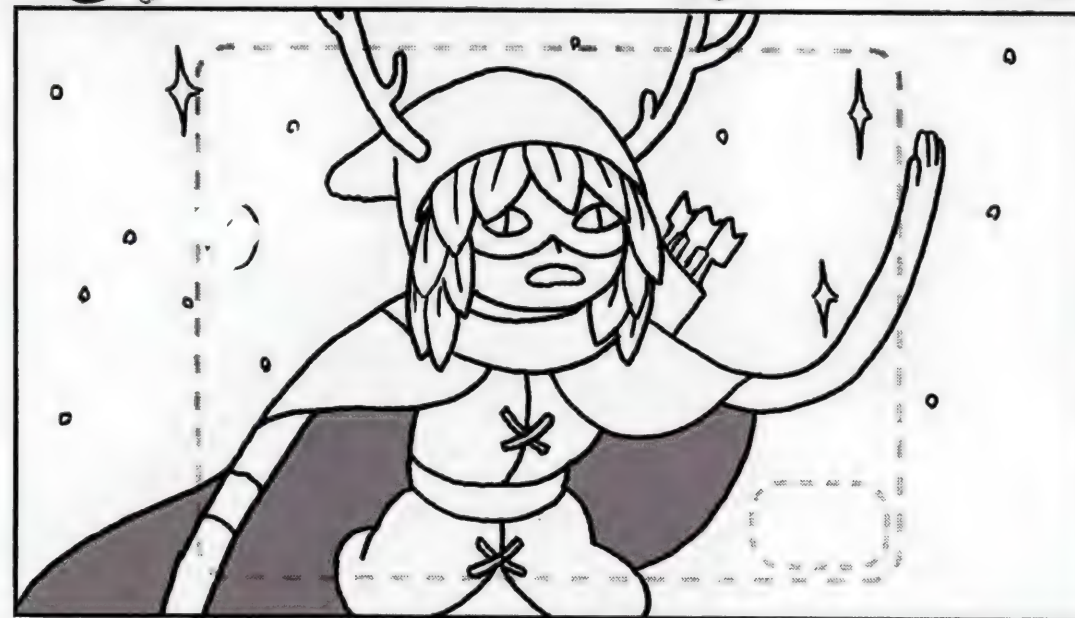
day night



Sc. **56** Pnl. **A**

Bg.

day night



Dialog:

Action:

- finn stops playing flute

Timing:

HW / This isn't--



AUG 28 2015

Page **54**

EPISODE #

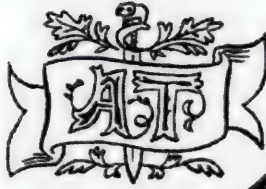
1034-231

Production:

1034/231

1034/231

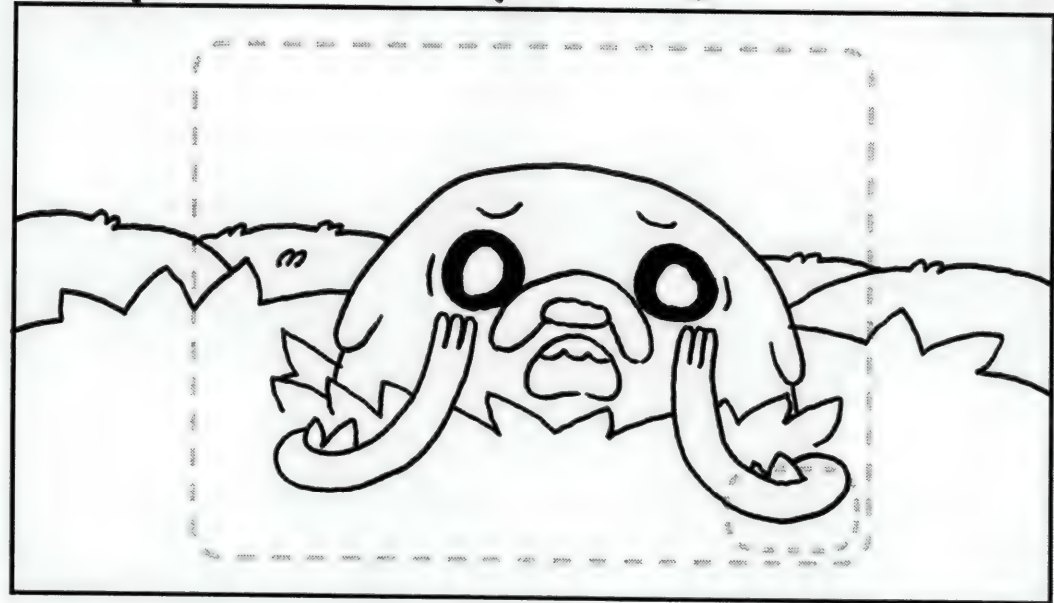
ADVENTURE TIME



Sc. **56 cont** Pnl. **B** Bg. day night



Sc. **57** Pnl. **A** Bg. day night



J/ woah harsh!
(WHISPER)

HW WRAPS
CLOAK AROUND
HERSELF.

AUG 28 2011

EPISODE # 1034-231

Production:

1034/231

1034/231

ADVENTURE TIME



Page **56**

Sc. **58**

Pnl. **A**

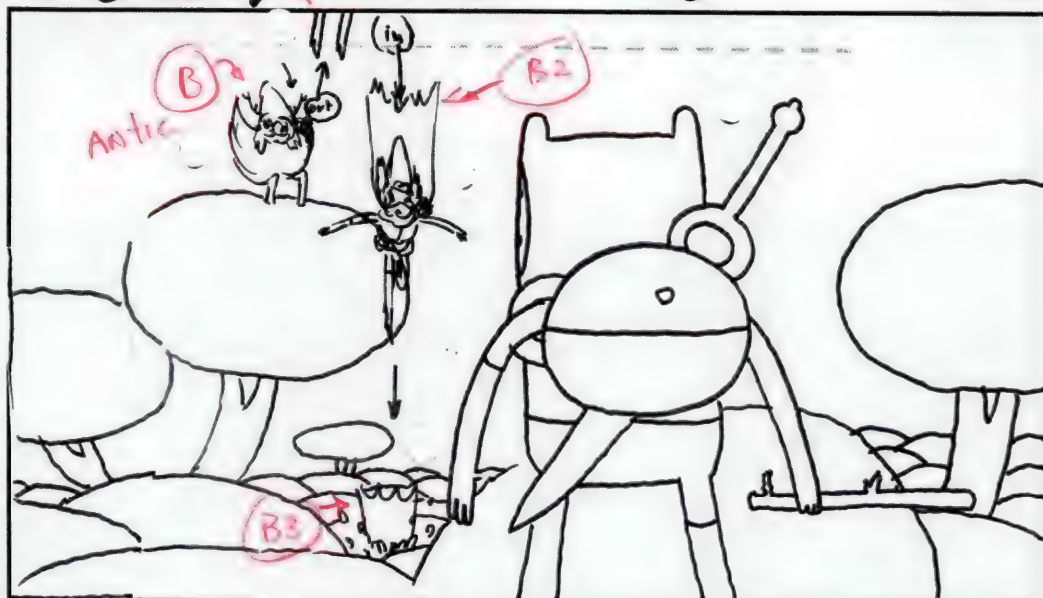
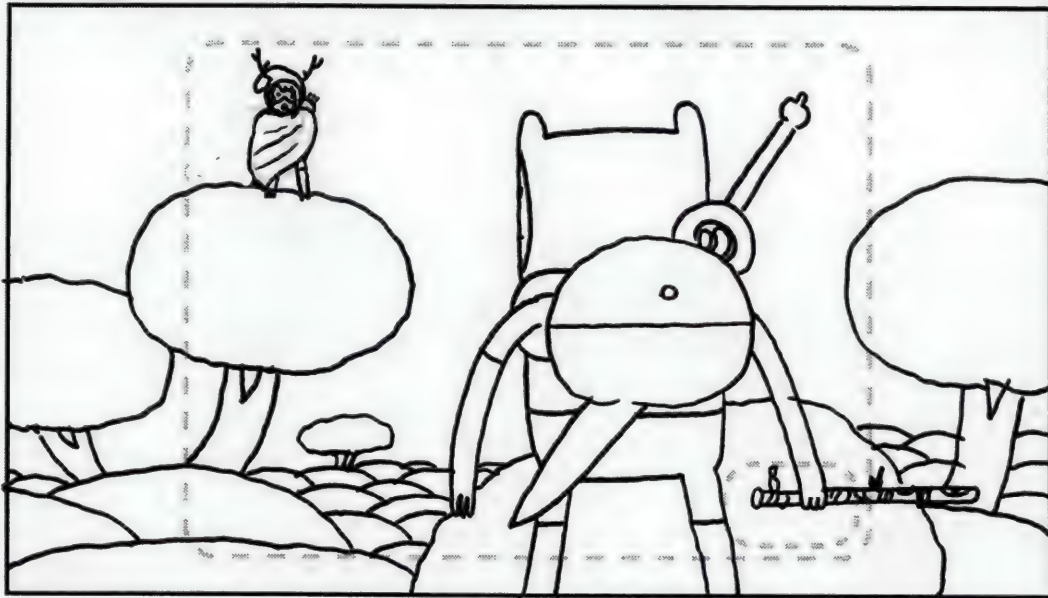
Bg.

day night

Sc. **58 cont** Pnl. **B**

Bg.

day night



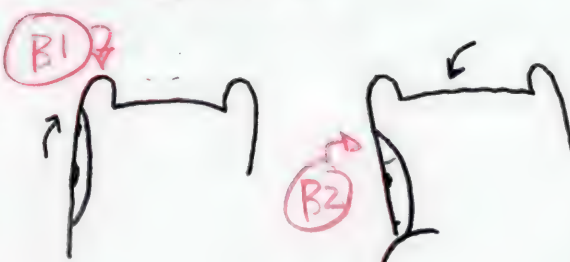
Dialog:

Action:

-HW LEAPS OFF TREE
AND THROUGH
CANOPY.

Timing:

SFX: * SKSHH *



Finn follows
HW with his
eyes.

AUG 28 2015

EPISODE #

Production:

1034-231

1034/231

1034/231

ADVENTURE TIME



Sc. **59**

Pnl. **A**

Bg.

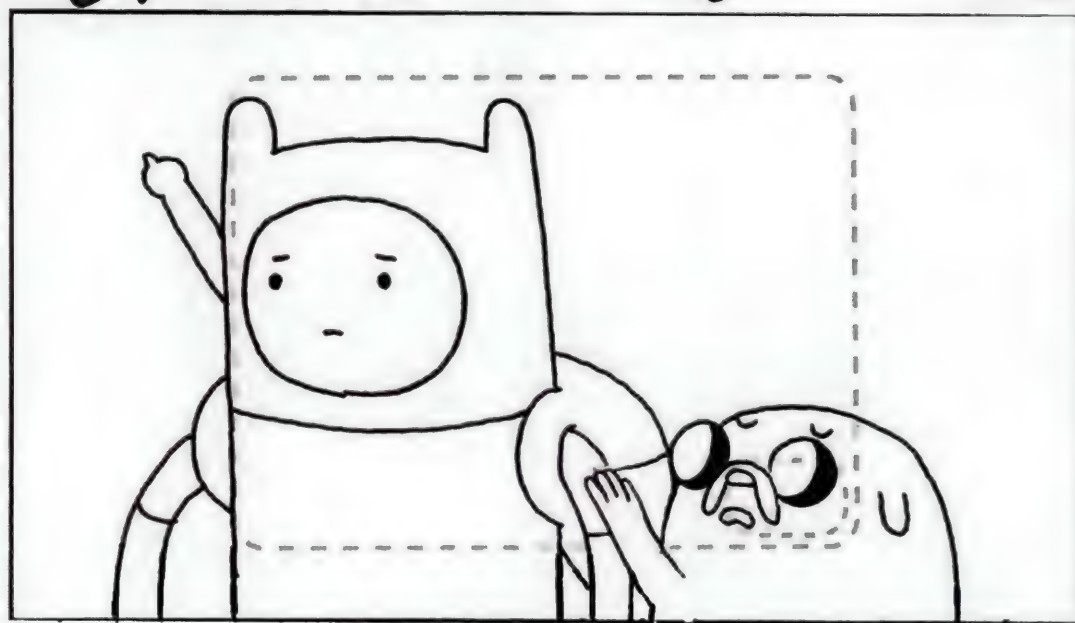
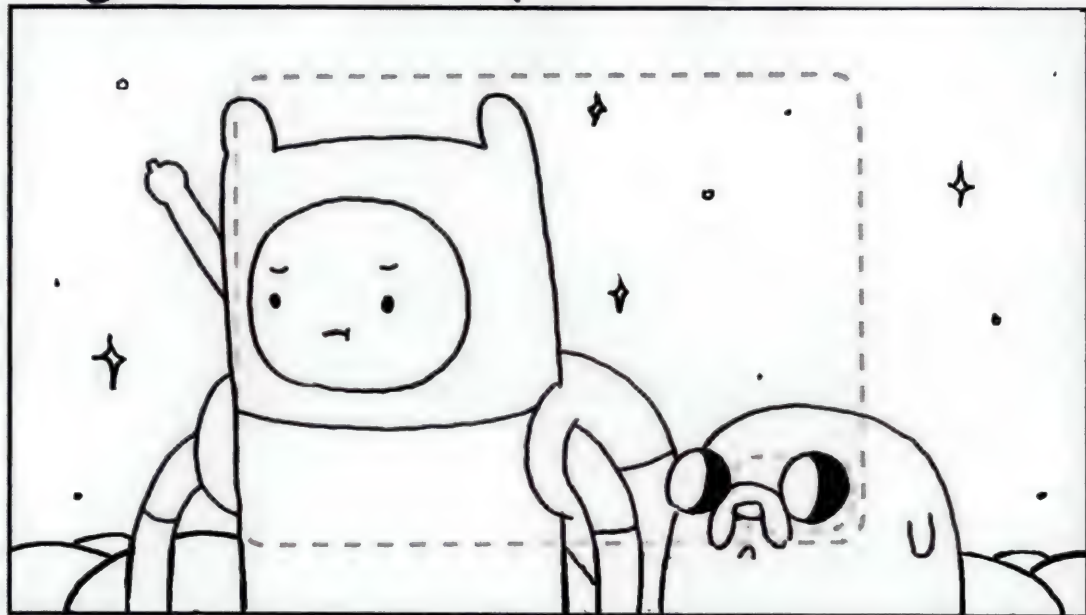
day night

Sc. **59 cont**

Pnl. **B**

Bg.

Page **57**
day night



Dialog:

Jake Dude -

Action:



- f. LOOKS UP.

Timing:

AUG 28 2015

EPISODE # 1034-231

EPISODE #

1034/231

Production:

1034/231

1034/231

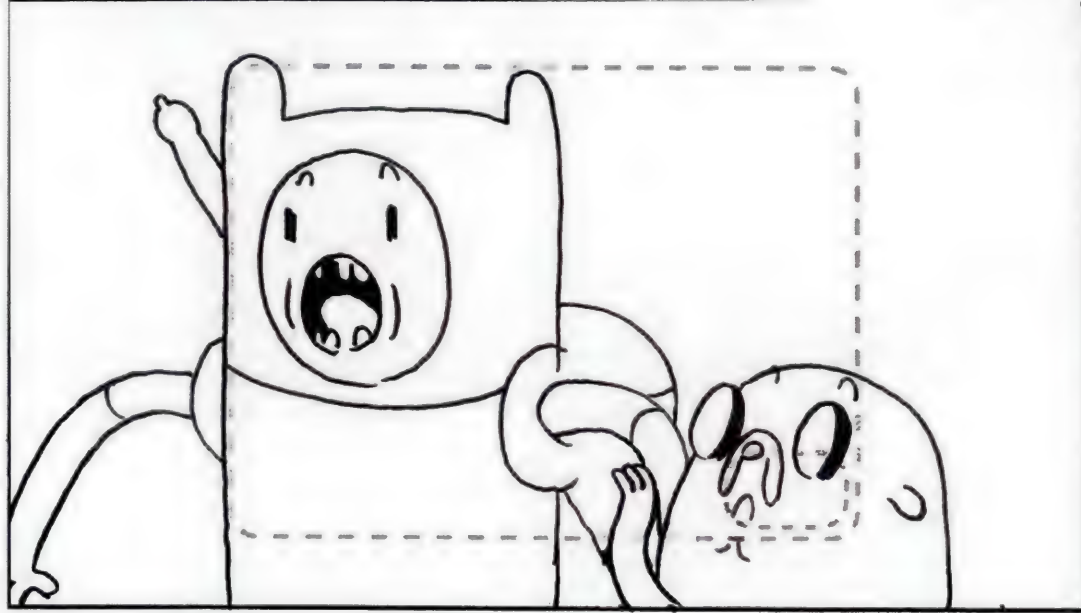
©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. **59 cont** Pnl. **C** Bg.

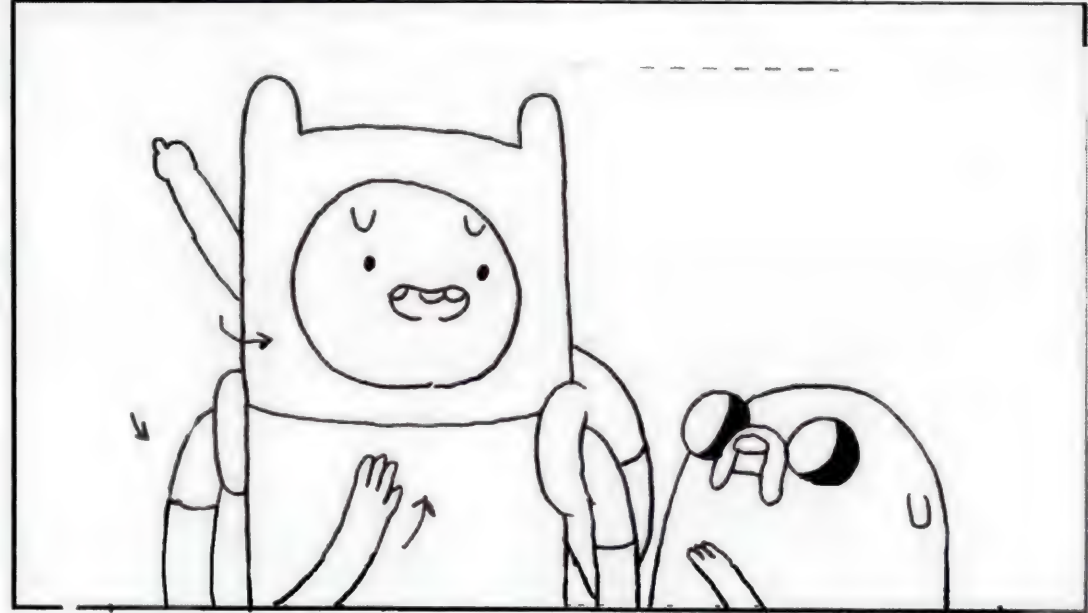
day night



Sc. **59 cont** Pnl. **D** Bg.

Page **58**

day night



Dialog: Finn / AIEE !!

Finn / Oh hi Jake.

Action:

Timing:

AUG 28 2015

EPISODE #

1034-231

1034/231

Production:

1034/231

ADVENTURE TIME



Sc. **59 cont** Pnl. **E**

Bg.

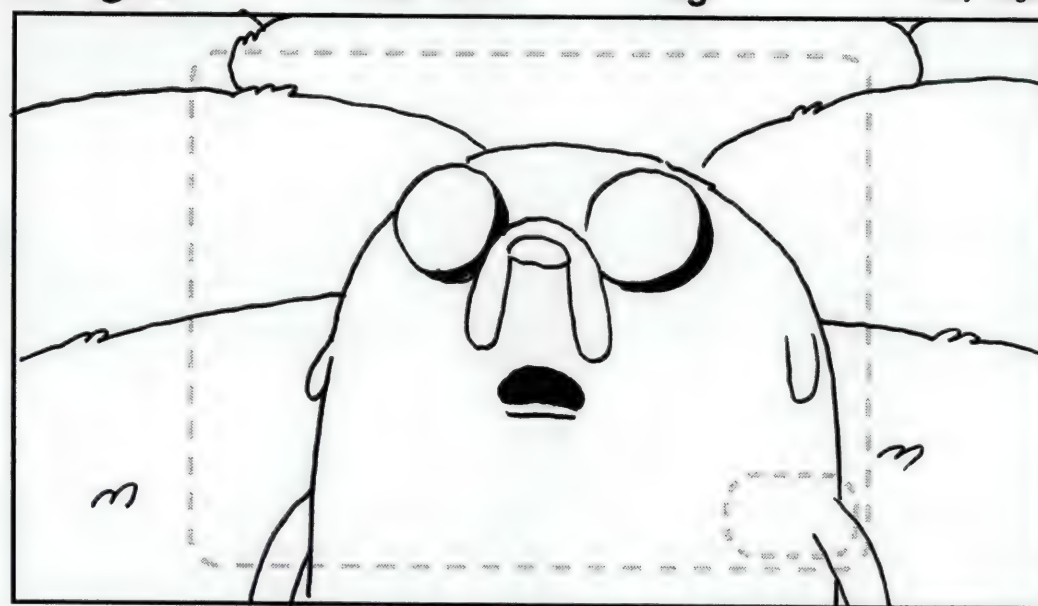
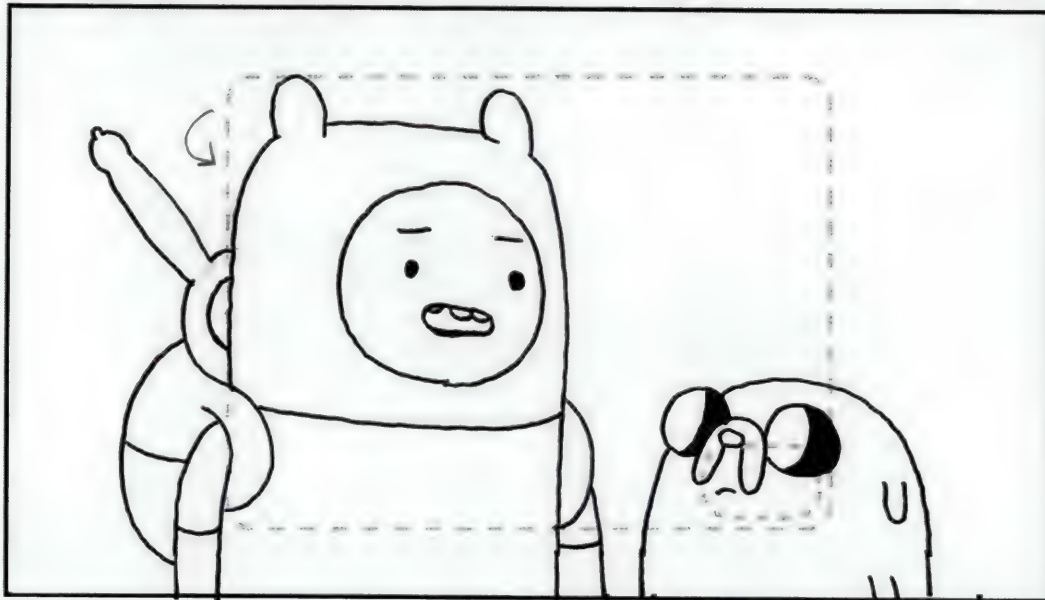
day night

Sc. **60**

Pnl. **A**

Bg.

Page **59**
day night



Dialog: F/ what're you doing here?

Jake/ Well I wanted to check out your new lady friend

Action:

Timing:

AUG 28 2010

EPISODE # 1034-231

Production:

1034/231

1034/231

1034/231

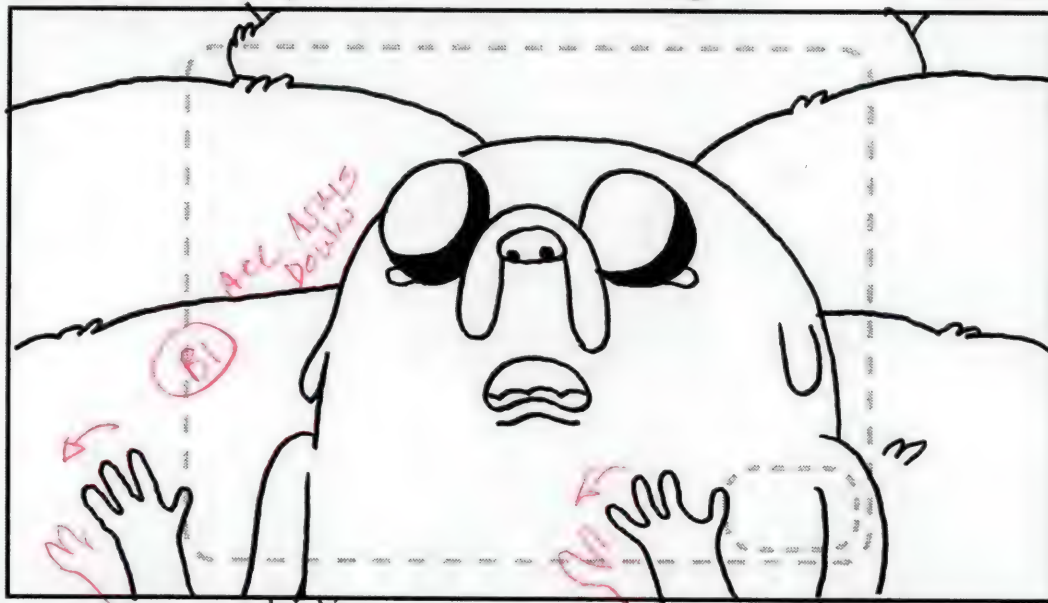
©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

1034/231

ADVENTURE TIME



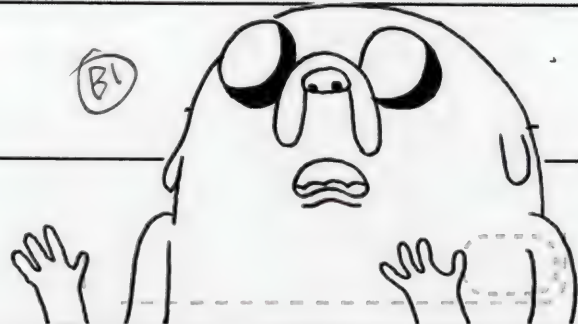
Sc. **60 cont** Pnl. **B** Bg. day night



Dialog: Jake / But I guess she just dumped
you like a diaper in the dirt bro.

Action:

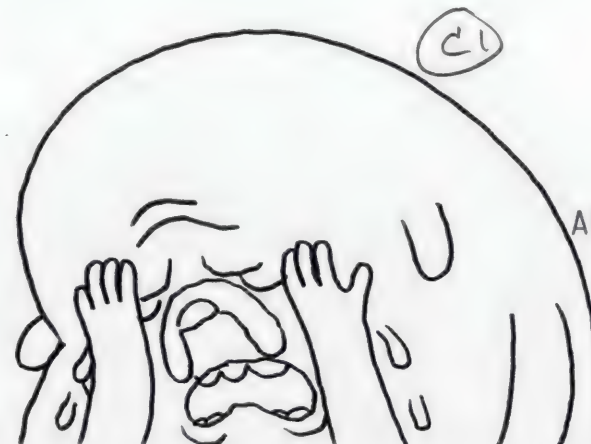
Timing:



Sc. **60 cont** Pnl. **C** Bg. day night



Jake / I'm sorry man ! :BWW-HUH !:



AUG 28 2015

Page **60**

EPISODE #

1034-231

Production:

1034/231

1034/231

ADVENTURE TIME



Sc. **61**

Pnl. **A**

Bg.

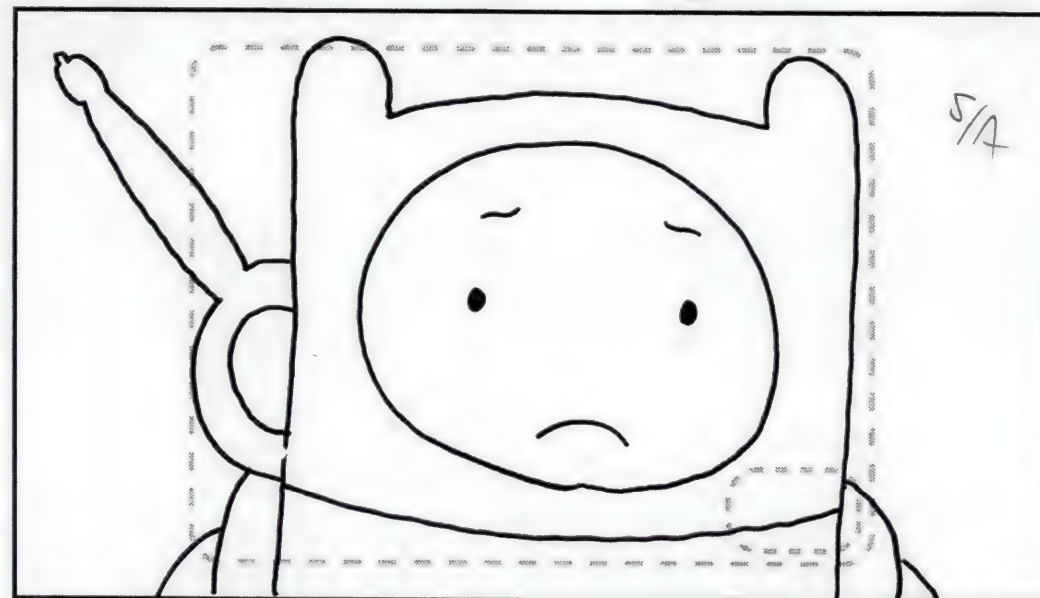
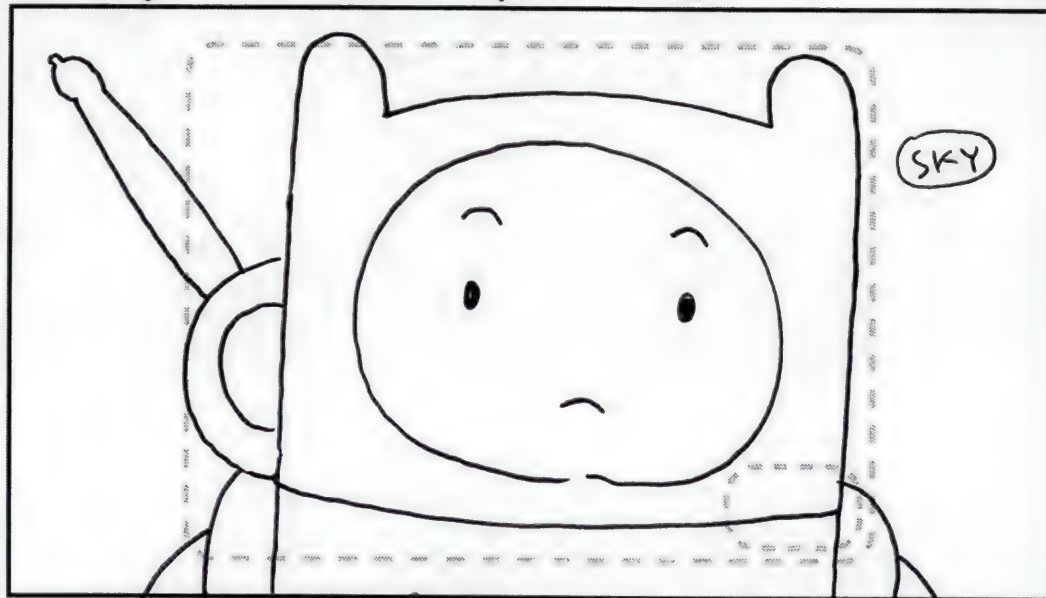
day night

Sc. **61 cont**

Pnl. **B**

Bg.

Page **61**
day night



Dialog:

Jake (crying) I want you to have a healthy relationship with someone cool!
o/s.

Action:

AUG 28 2015

Timing:

EPISODE # 1034-231

Production:

1034/231

1034/231

1034/231

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page **62**

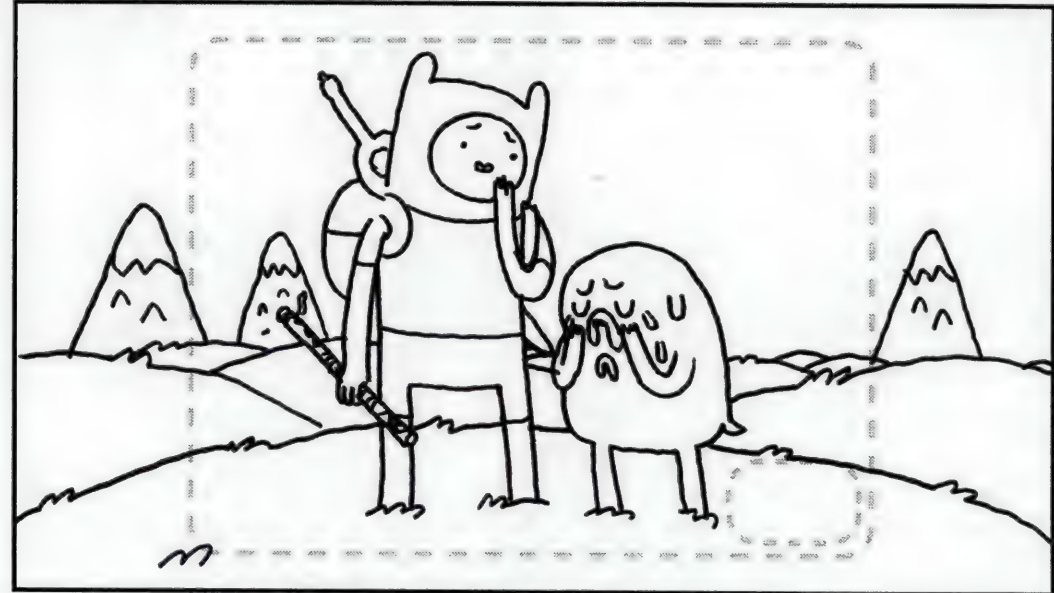
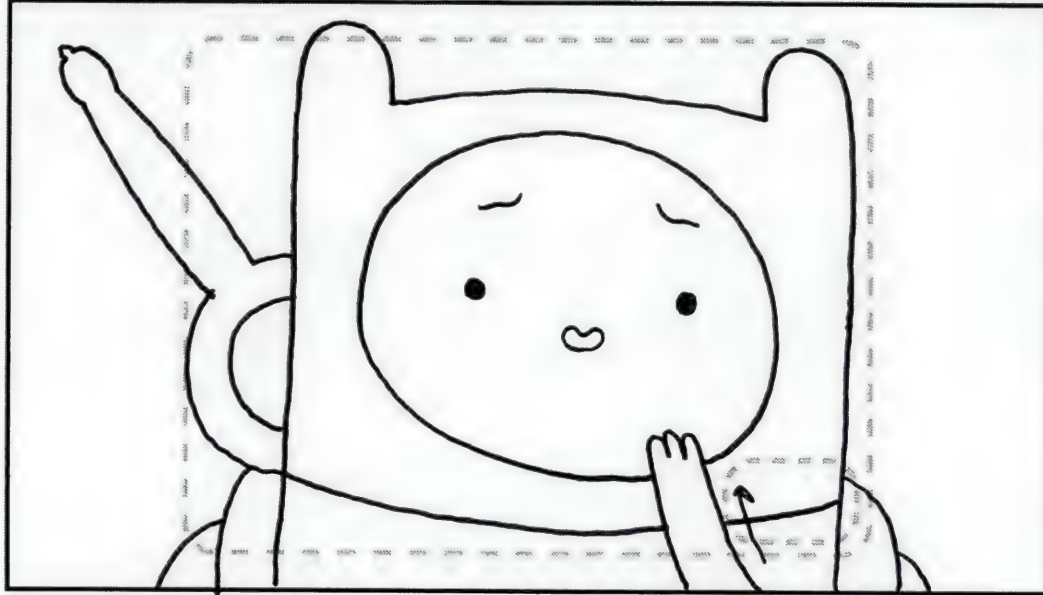
Sc. **61 cont** Pnl. **C** Bg.

day night

Sc. **62**

Pnl. **A** Bg.

day night



Dialog: F/ That's so sweet Jake!

F/ ① I love you man

Action:

- F. HUGS J.

Timing:



AUG 28 2015

EPISODE #
1034-231

1034/231

Production:

1034/231

1034/231

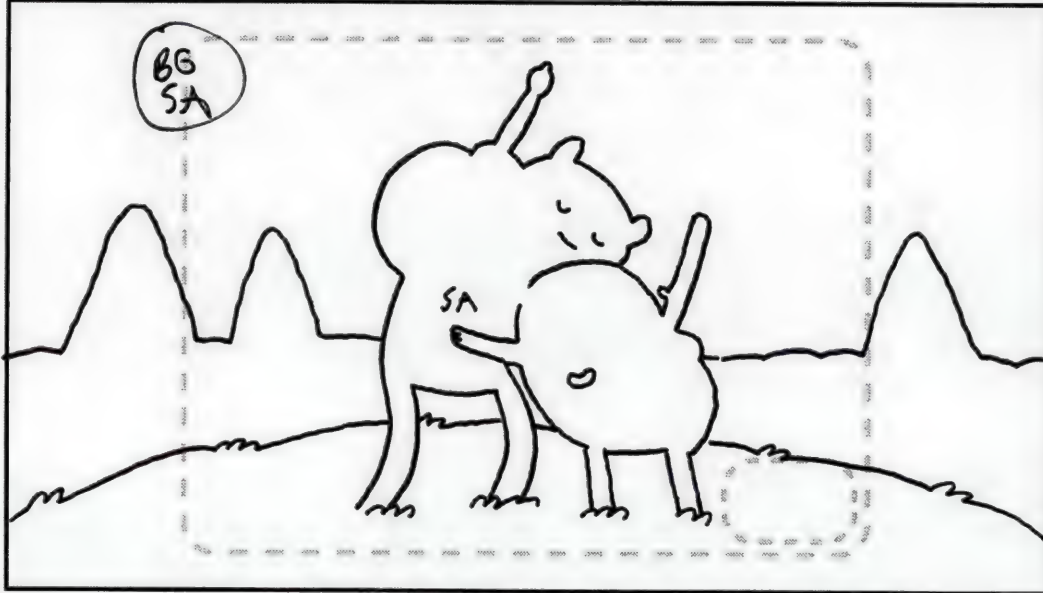
©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

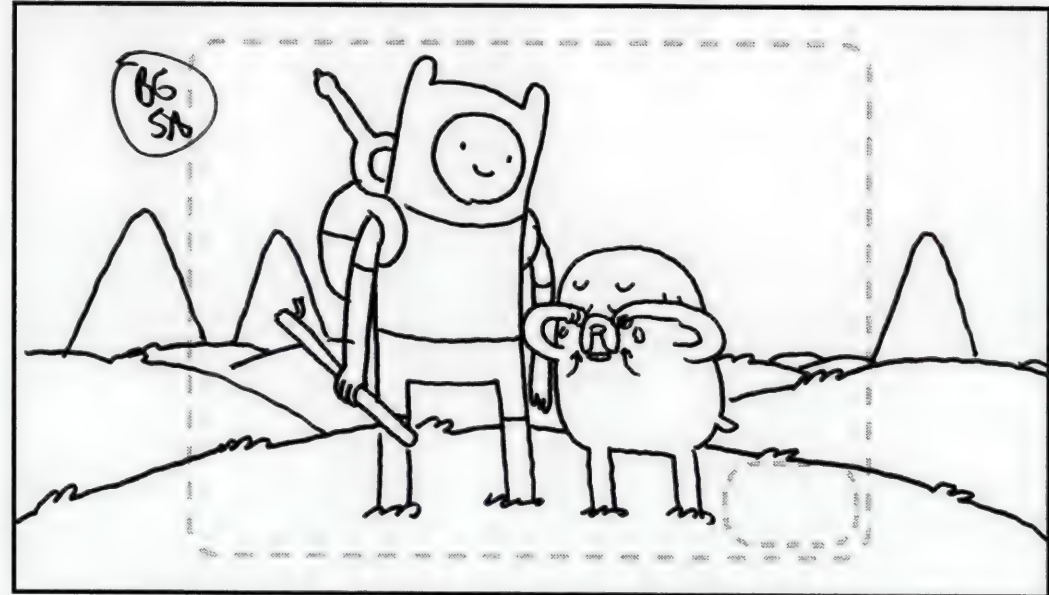


Page **69**
day night

Sc. **62 cont** Pnl. **B** Bg.



Sc. **62 cont** Pnl. **C** Bg.
day night



Dialog: Jake/ me too man

Jake/ OK I'm OK.

Action:

- Jake wipe tears.

Timing:



AUG 28 2015

EPISODE # 1034-231

Production:

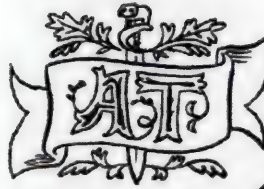
1034/231

1034/231

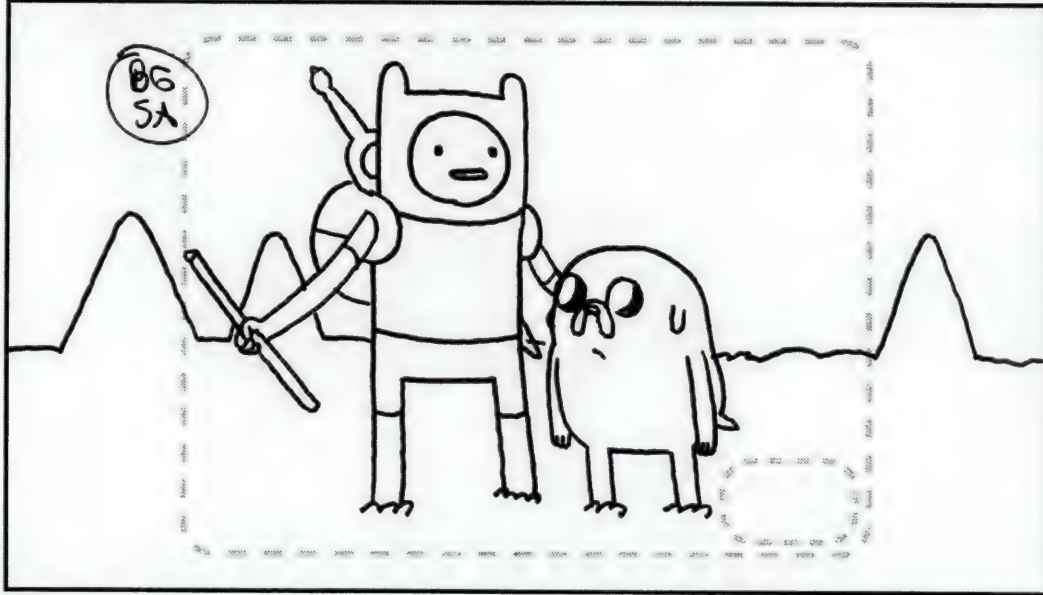
1034/231

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

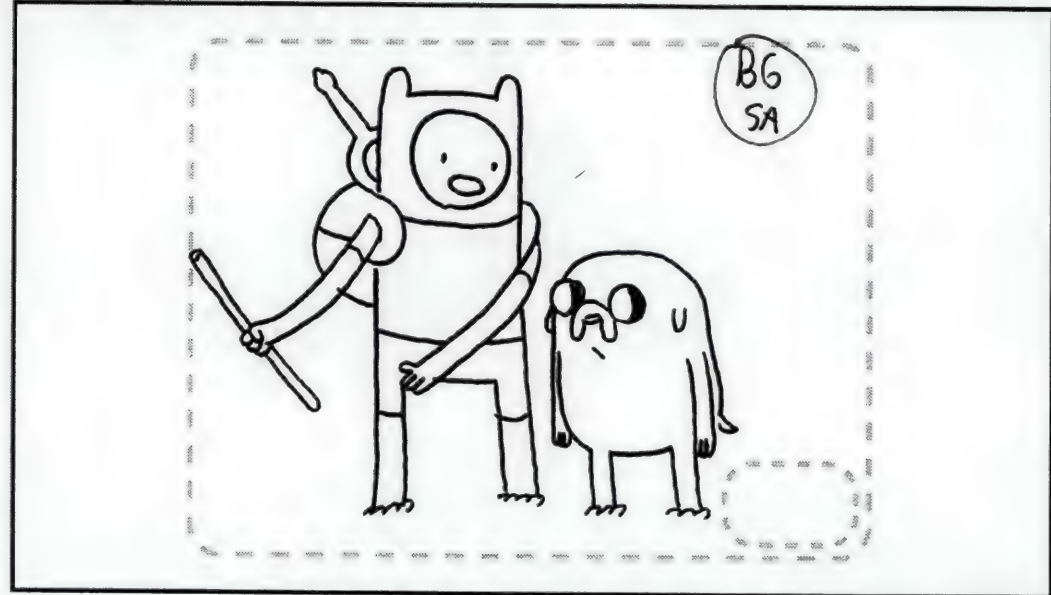


Sc. 62 cont Pnl. D Bg. day night



Page 64
day night

Sc. 62 cont Pnl. E Bg. day night



Dialog: Finn But dude, me and Huntress Wizard weren't together.

Finn We're just trying to conjure up the spirit of the Forest with my Flute Spell.

Action:

Timing:



AUG 28 2015

Production:

EPISODE #

1034-231

1034/231

1034/231

ADVENTURE TIME

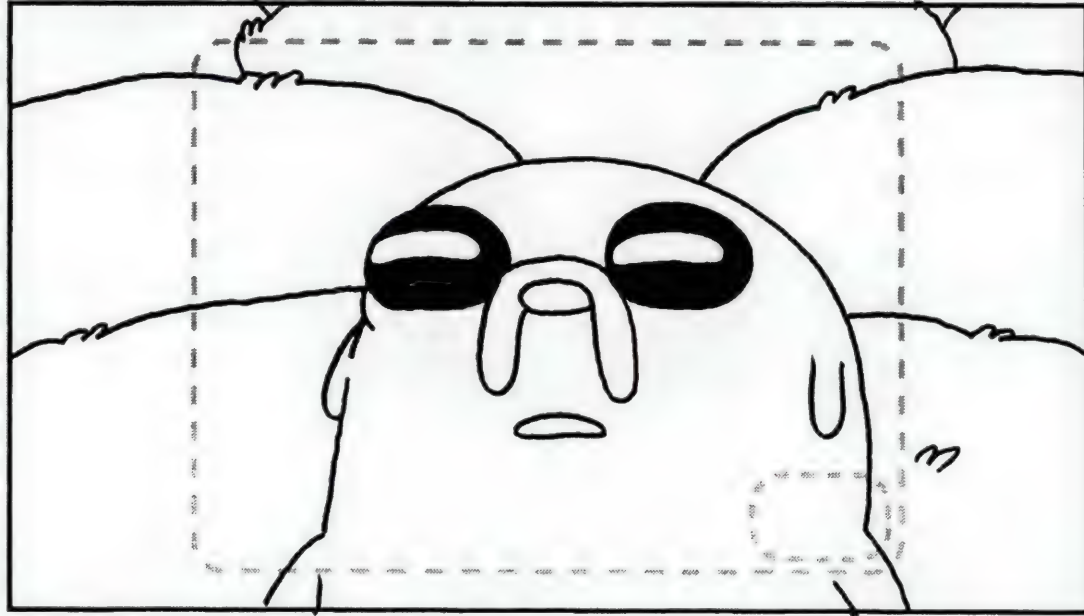


Sc. **63**

Pnl. **A**

Bg.

day night

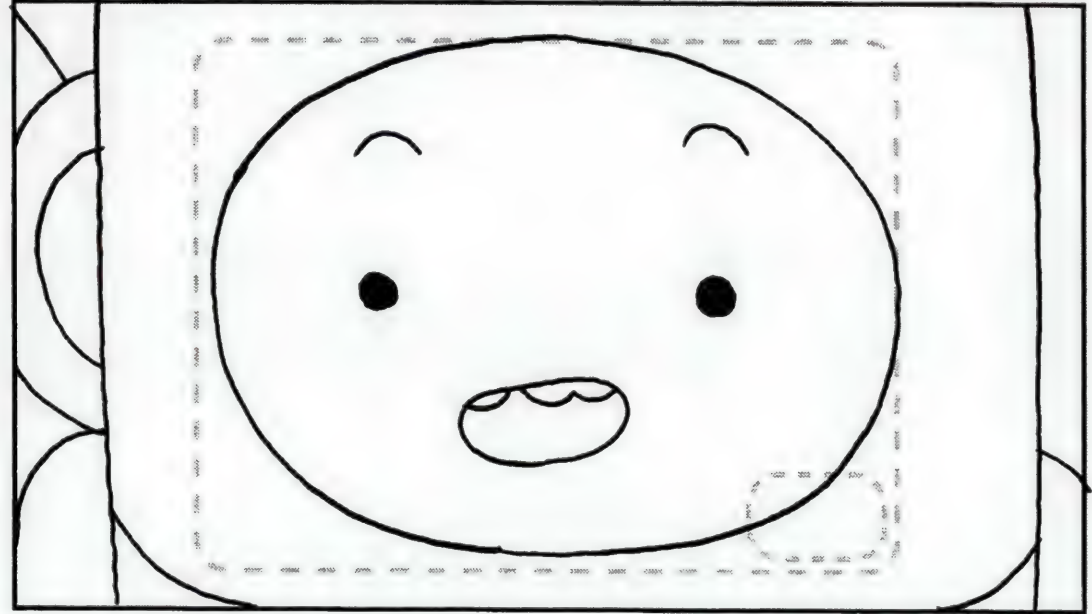


Sc. **64**

Pnl. **A**

Bg.

day night



Dialog: Jake / What the blood are you talking about?

Action:

Timing:



Finn / Dude, it went down like this...

AUG 28 2015

Page **65**

EPISODE # 1034-231

Production:

1034/231

1034/231

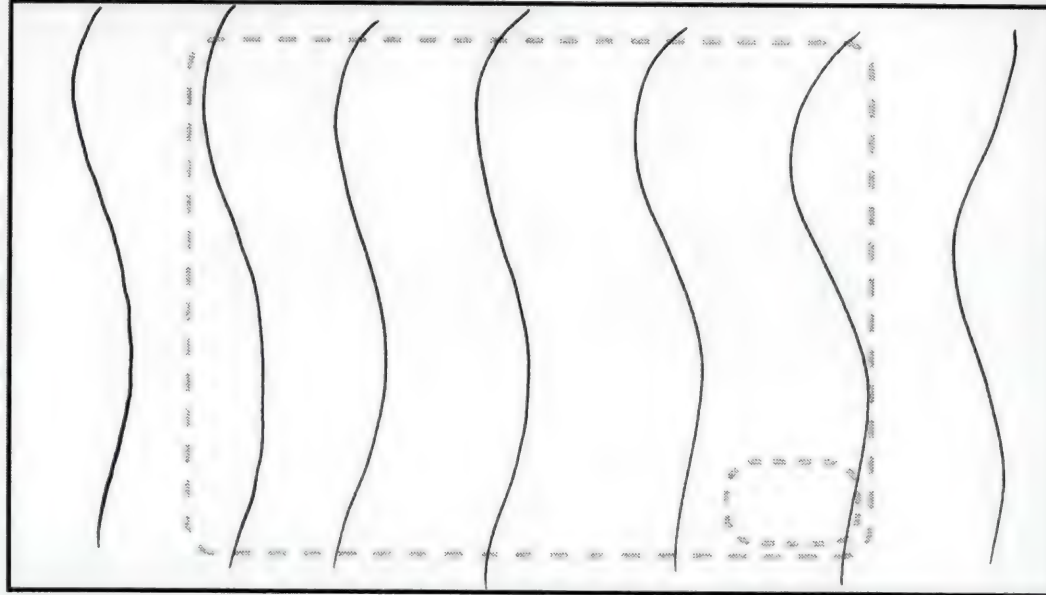
©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. **64 cont** Pnl. **B** Bg.

day night



Sc. **65** Pnl. **A** Bg.

Page **66**
day night



Dialog:

Finn "I was just minding my own

Action:

- RIPPLE DISSOLVE.

- F. STANDS IN THE RIVER PLAYING FLUTE.
- HAIR FLOATS/TRAILS BEHIND HIM.

Timing:

AUG 28 2011

EPISODE #
1034-231

Production:

1034/231

1034/231

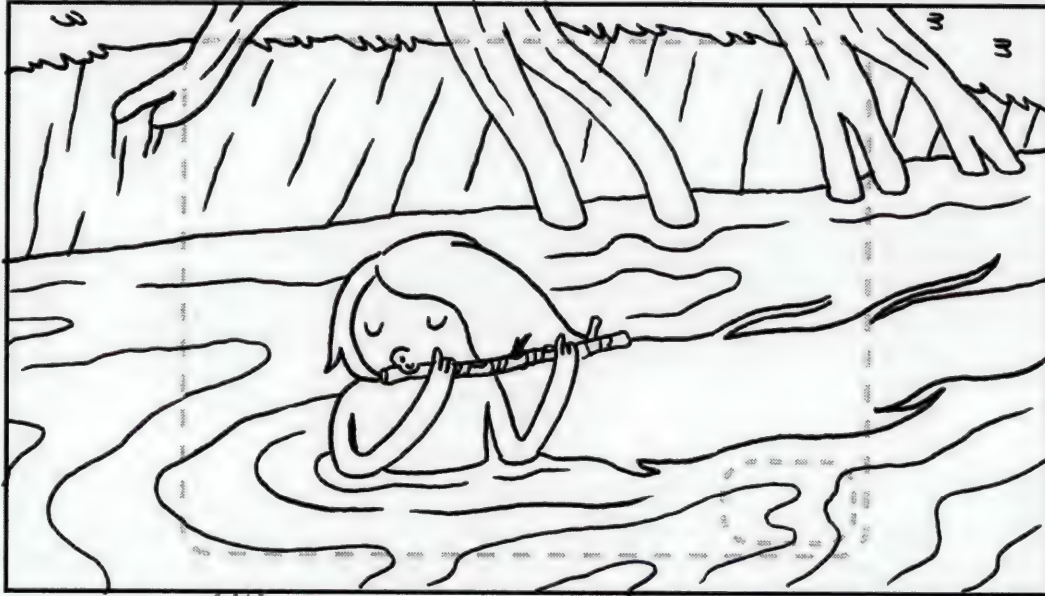
1034/231

- This scene inspired by Hermeto Pascoal video on youtube <https://youtu.be/06Qm-Z50sHw> "Hermeto Pascoal - Música da Lagoa" approx 2:06 min in

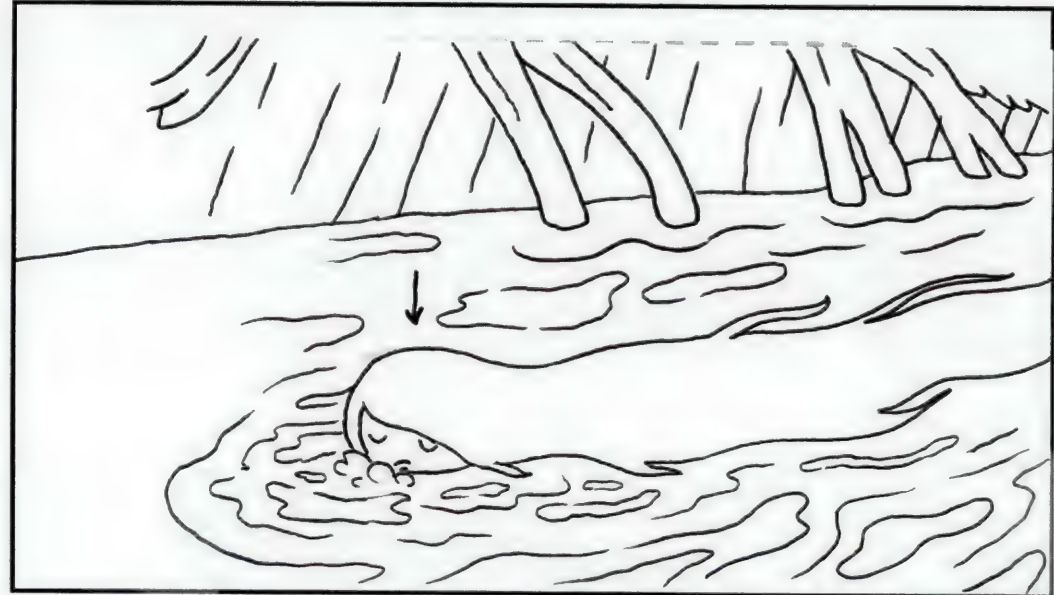
ADVENTURE TIME



Sc. **66** Pnl. **A** Bg. day night



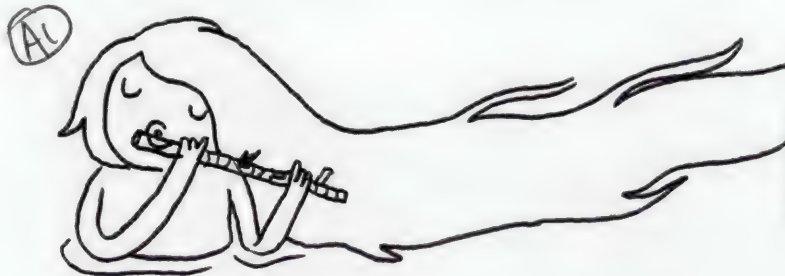
Sc. **66 cont** Pnl. **B** Bg. day night



Dialog: ^(JG) **Bussiness**
Finn / "-in my new alone place I been hangin' out at..."

(water shoots out of flute making a slide whistle sound)

Action:



- F. LOWERS UNDER WATER AND RISES.

Timing:

AUG 28 2011

EPISODE # 1034-231

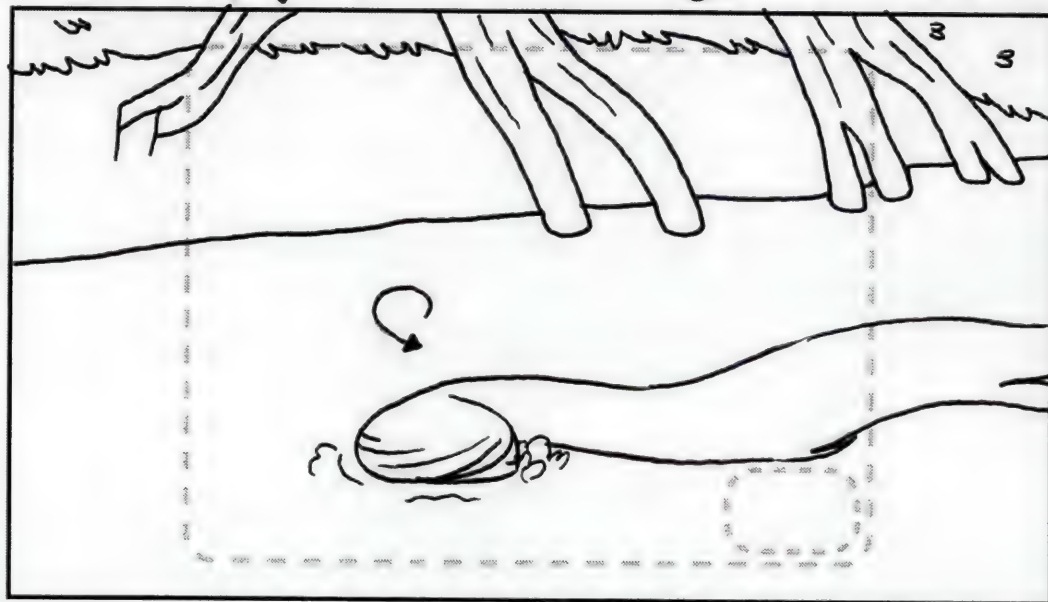
Production:

1034/231

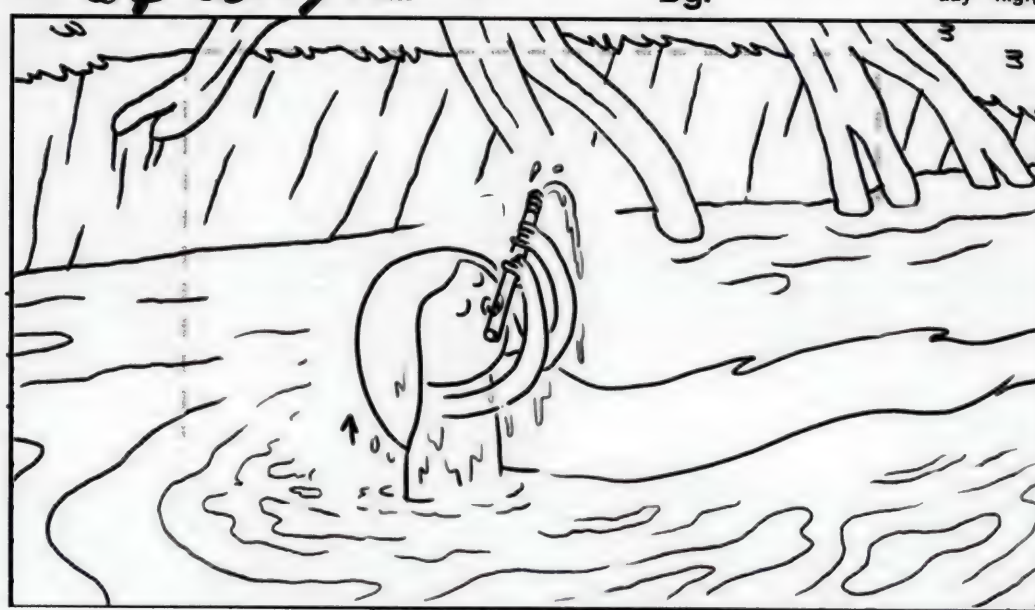
ADVENTURE TIME



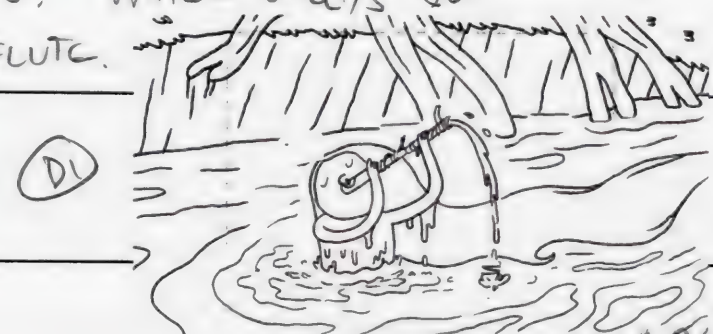
Sc. **66 CONT** Pnl. **C** Bg. day night



Sc. **66 CONT** Pnl. **D** Bg. day night



| | | |
|---------|------------------------------------|--|
| Dialog: | <u>SFX:</u> blurble blurble | <u>SFX:</u> (slide whistle) |
| Action: | - F. LOWERS BENEATH SURFACE AGAIN. | - F. RISES, WATER SHOOTS OUT OF FLUTE. |
| Timing: | | (DU) |



1034/231

EPISODE # 1034-231

Production:

1034/231

ADVENTURE TIME



Page 68A
L9NEXT
day night

Sc. 66 *CONT* Pnl. E

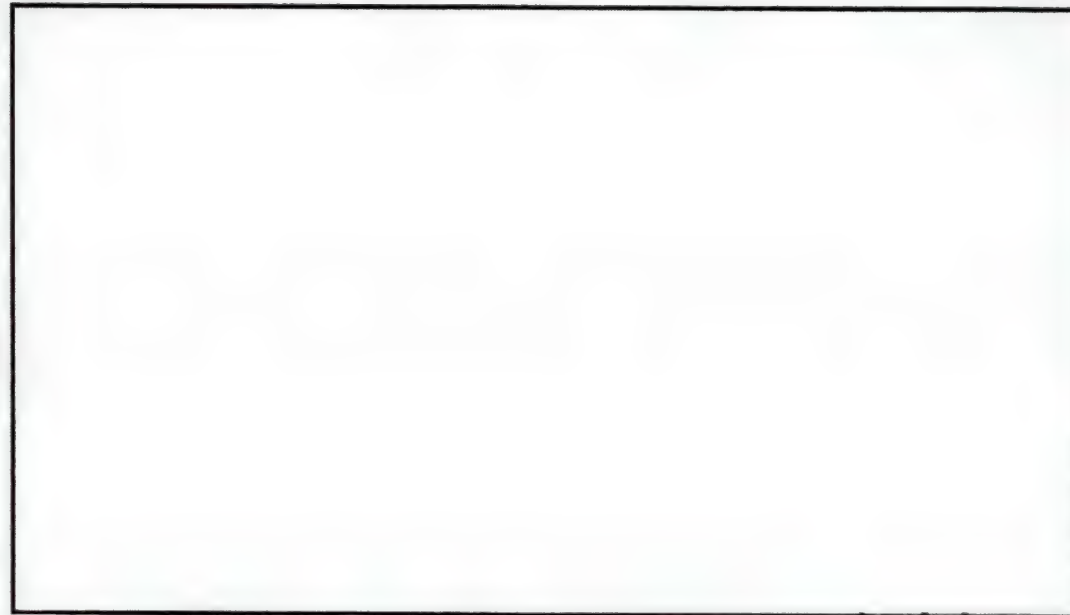
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

multi-plate
Set-up w/w truck out

Action:

AUG 28 2015

Timing:

EPISODE #

1034-231

Production:

1034/231

1034/231

1034/231

ADVENTURE TIME



Page **69**

Sc. **67** Pnl. **A** Bg. day night



Sc. **67 cont** Pnl. **B** Bg. day night



Dialog:

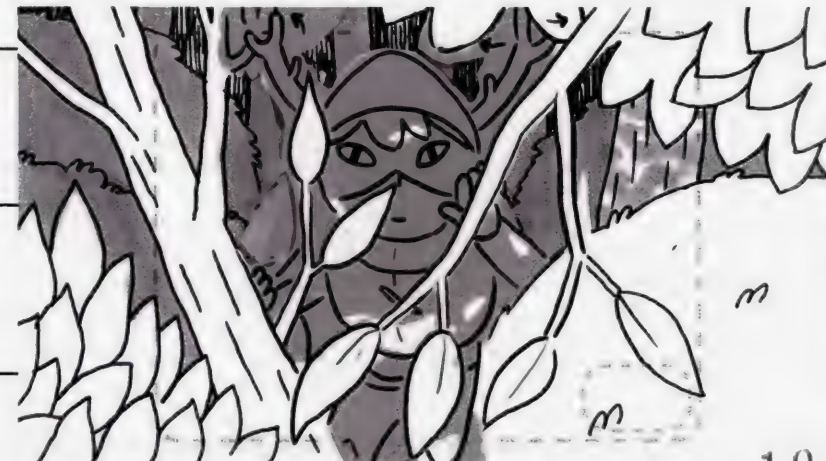
SFX:

- Finn still playing flute -

Action:

- HW EMERGES FROM SHADOWS,
CAREFULLY PUSHES BRANCHES ASIDE.

Timing:



AUG 28 2015

EPISODE #

1034-231

Production:

1034/231

1034/231

ADVENTURE TIME



Page **70**

Sc. **67 cont** Pnl. **C** Bg. day night



Sc. **67 cont** Pnl. **D** Bg. day night

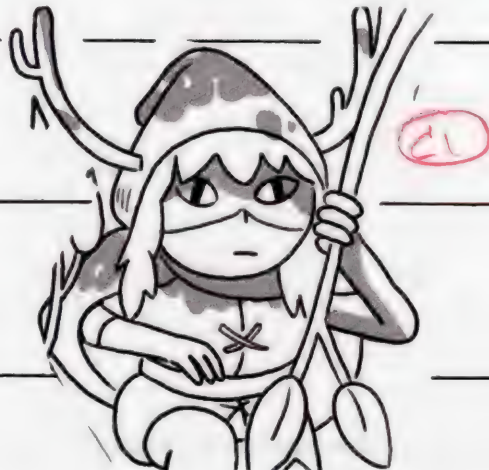


Dialog:

SFX: (flute cont)

Action:

Timing:



AUG 28 2015

1034-231

EPISODE #

1034/231

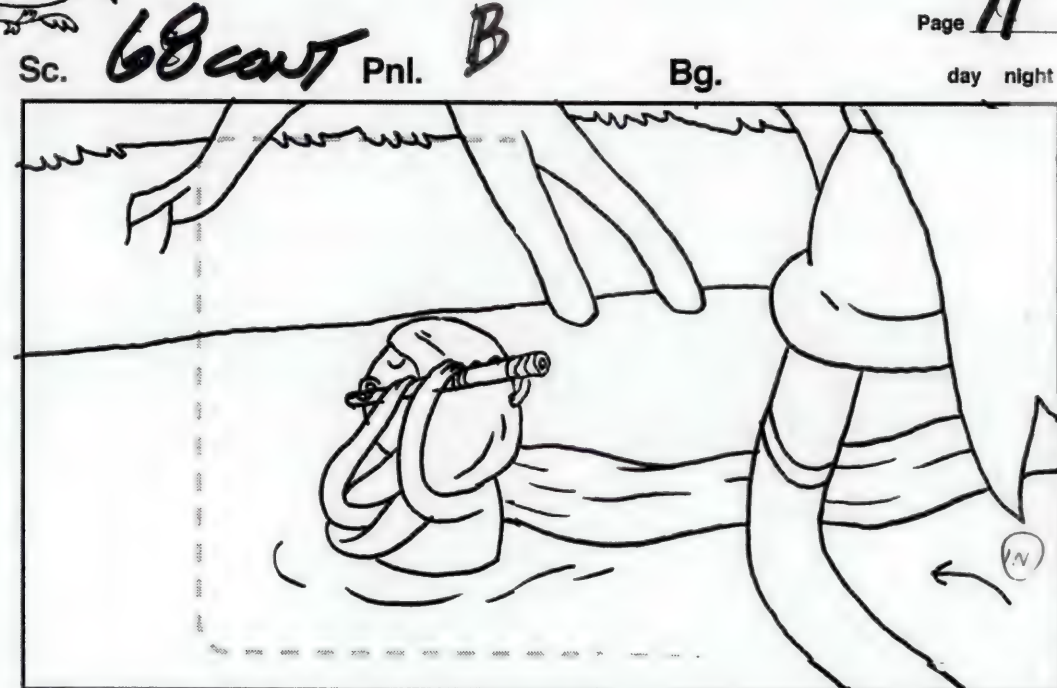
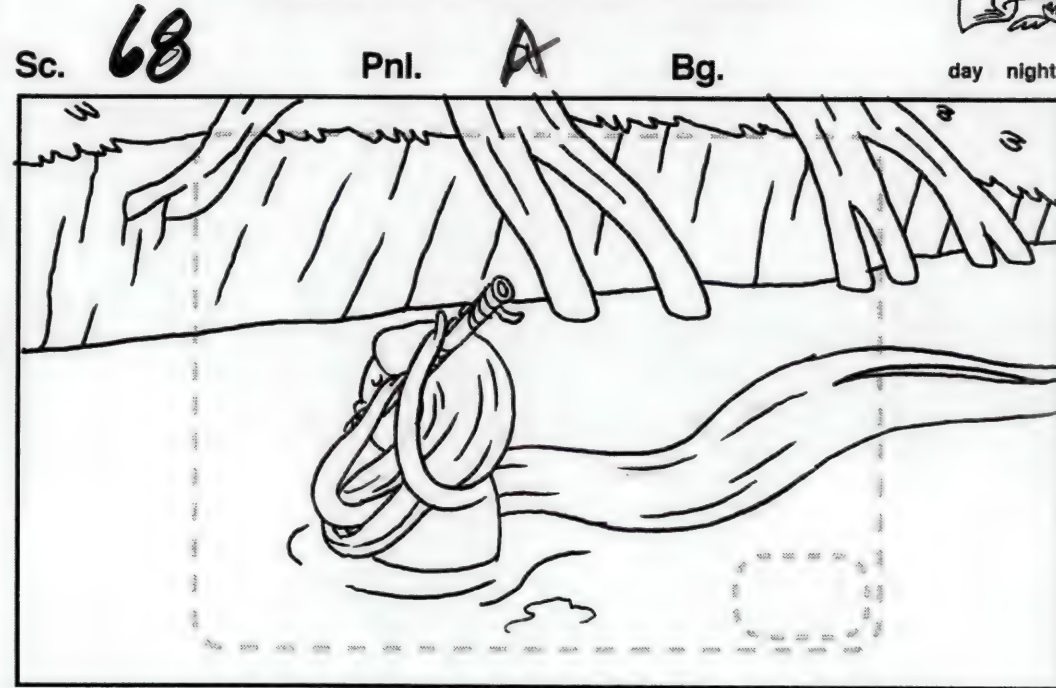
Production:

1034/231

ADVENTURE TIME



Page **71**
day night



Dialog:

SFX: * FLUTE *

Action:

-HIW WALKS ON/S.

Timing:

AUG 28 2015

EPISODE #

Production:

1034-231

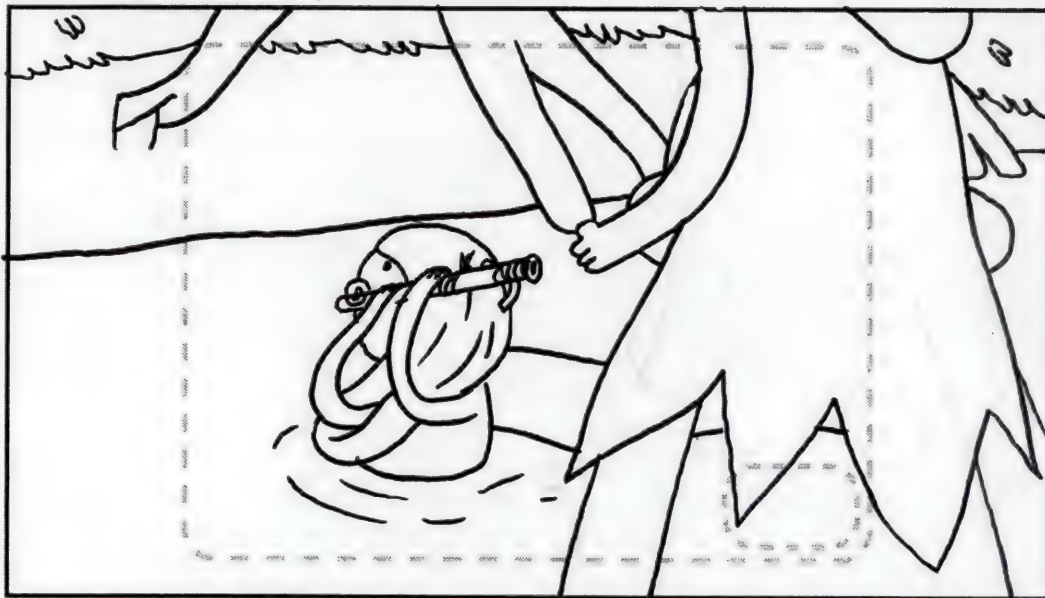
1034/231

ADVENTURE TIME

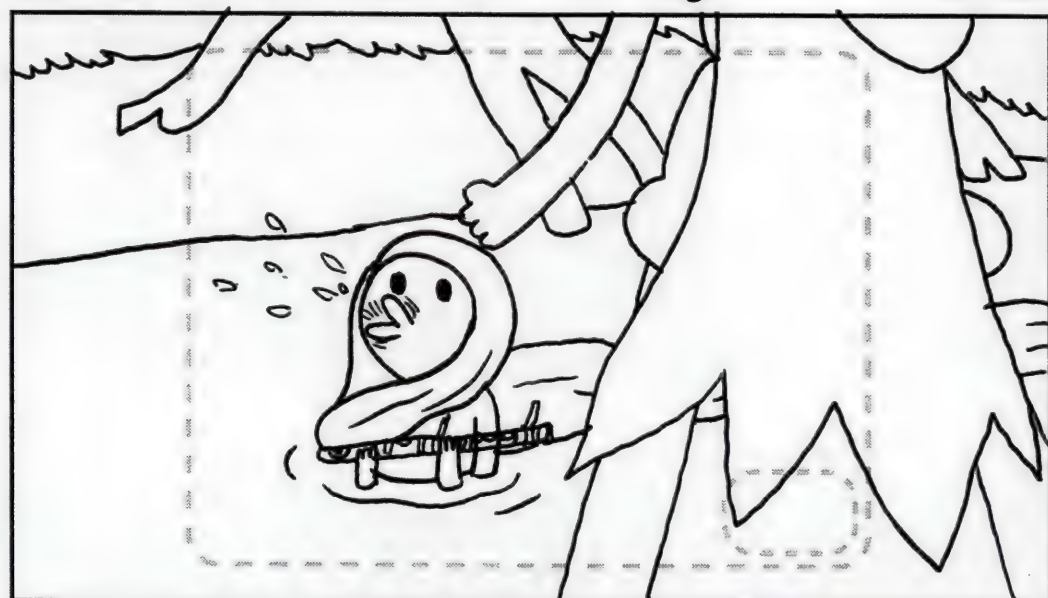


Page **72**
day night

Sc. **68 cont** Pnl. **C** Bg. day night



Sc. **68 cont** Pnl. **D** Bg. day night



| | | | |
|---------|------------------------------|-------------------------|--|
| Dialog: | <u>Finn</u> / ♪ ? | <u>Finn</u> / SPUTTER = | |
| Action: | -F. NOTICES HUNTRESS WIZARD. | | |
| Timing: | | | |

AUG 28 2015

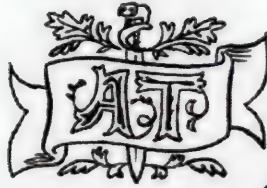
EPISODE # 1034-231

Production:

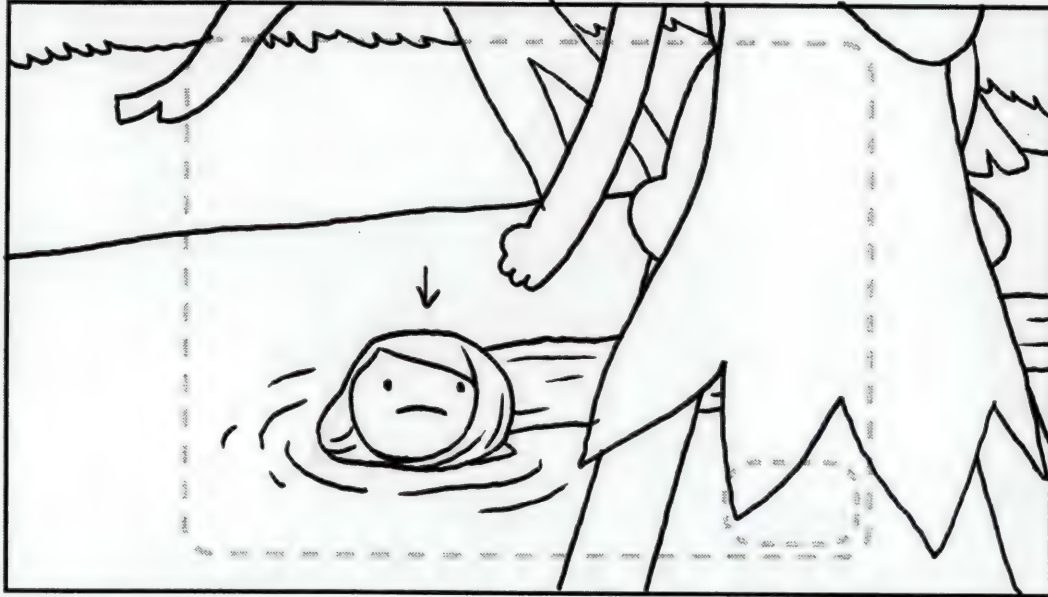
1034/231

1034/231

ADVENTURE TIME



Sc. **68 cont** Pnl. **E** Bg. day night



Sc. **69** Pnl. **A** Bg. day night



Dialog: F/ Hello

HW/ How are you playing like that?

Action:



Timing:

AUG 28 2015

1034-231

EPISODE #

1034/231

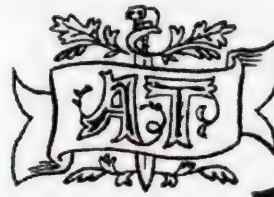
Production:

1034/231

1034/231

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page **74**

Sc. **70** Pnl. **A** Bg. day night



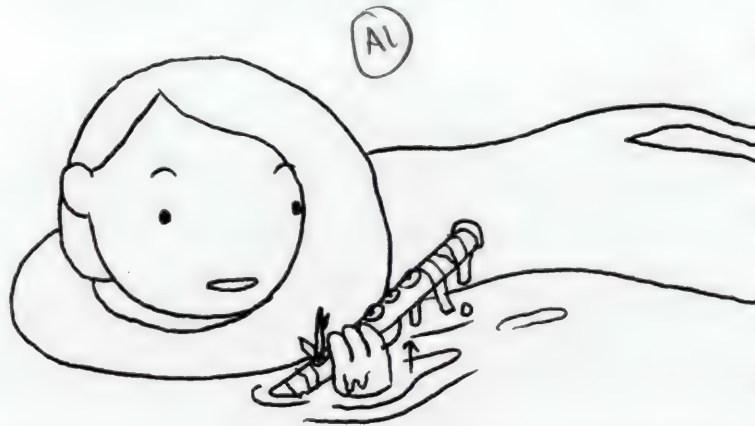
Sc. **71** Pnl. **A** Bg. day night



Dialog: Finn Uh, I dunno I'm just making stuff up.

Action:

Timing:



HW something in your notes has the quality of a powerful evocation spell.



AUG 28 2015

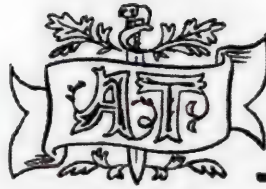
EPISODE #
1034-231

1034/231

Production:

1034/231

ADVENTURE TIME



Sc. **71 cont** Pnl. **B** Bg. day night



Dialog: HW! What spirit guides your hands?

Action:

Timing:



Sc. **72** Pnl. **A** Bg. day night



HW! Tell me or I'll put this up your nose.

- HW TELEKINETICALLY DRAWS ARROW.
- ARROW HOVERS.



AUG 28 2015

EPISODE # 1034-231

Productic...

ADVENTURE TIME



Sc. 72 cont Pnl. B

Bg.

day night



Page 76

Sc. 72 cont Pnl. C

Bg.

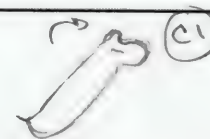
day night



Dialog: Finn/ First off, I'm a great fighter..

Finn/ and I'm especially agile when I'm
nude, so good luck.

Action:



Timing:

AUG 28 2015

EPISODE #

Production:

1034-231

1034/231

ADVENTURE TIME



Page **77**
day night

Sc. **72 cont** Pnl. **D** Bg. day night



Sc. **72 cont** Pnl. **E** Bg. day night



| | | |
|---------|----------------------|---|
| Dialog: | <u>Finn</u> second , | Finn! my flute improv aint no secret |
| Action: | | (Wiggle fingers) on left hand |
| Timing: | | AUG 28 2015 |

EPISODE #

Production:

1034-231

1034/231

1034/231

ADVENTURE TIME



NO SC 74

Sc. 73 Pnl. A Bg. day night



Sc. 73 cont Pnl. B Bg. day night



| | |
|---------|---|
| Dialog: | Finn! and then I let my _____ grass hand do whatever it wants |
| Action: | |
| Timing: | AUG 28 2011 |

EPISODE #

Production:

1034/231

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg.

day night

Sc. **75** Pnl. **A** Bg.

day night

Dialog:

Action:

Timing:

F/ Which is usually sort of shreddy and busy.

It's like two people playing together

(A)

AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

1034/231

ADVENTURE TIME



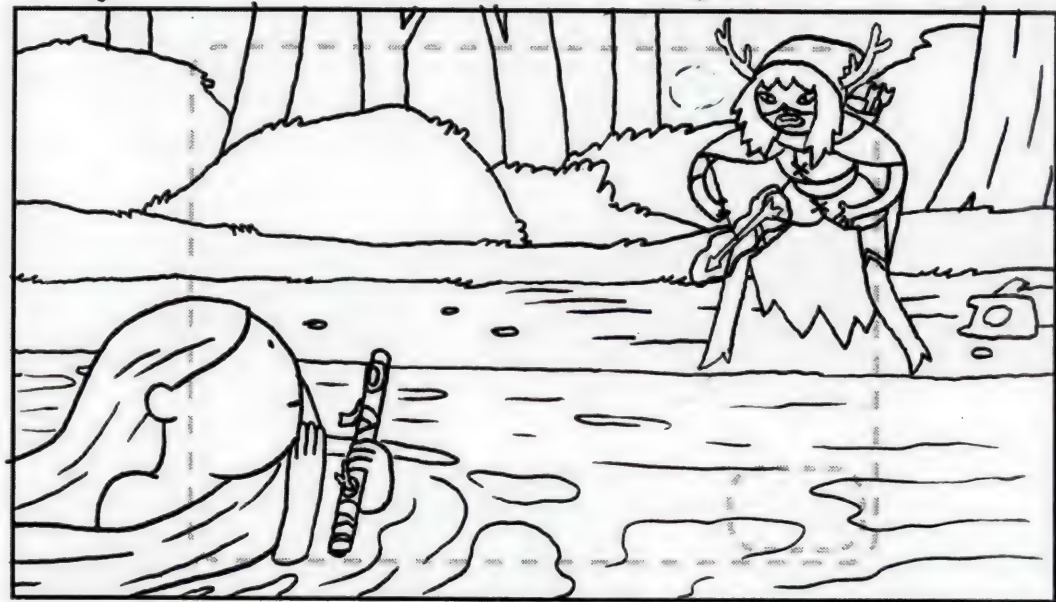
Page **80**
day night

Sc. **76**

Pnl. **A**

Bg.

day night



Sc. **76 cont** Pnl. **B**

Bg.

day night



Dialog: HW/ Lemme see that hand!

Action: -HW THROWS DOWN ARROW.
-chunk-

Timing:



AUG 28 2015

EPISODE #

Production:

1034-231

1034/231

1034/231

ADVENTURE TIME



Page **81**

Sc. **77**

Pnl. **A**

Bg.

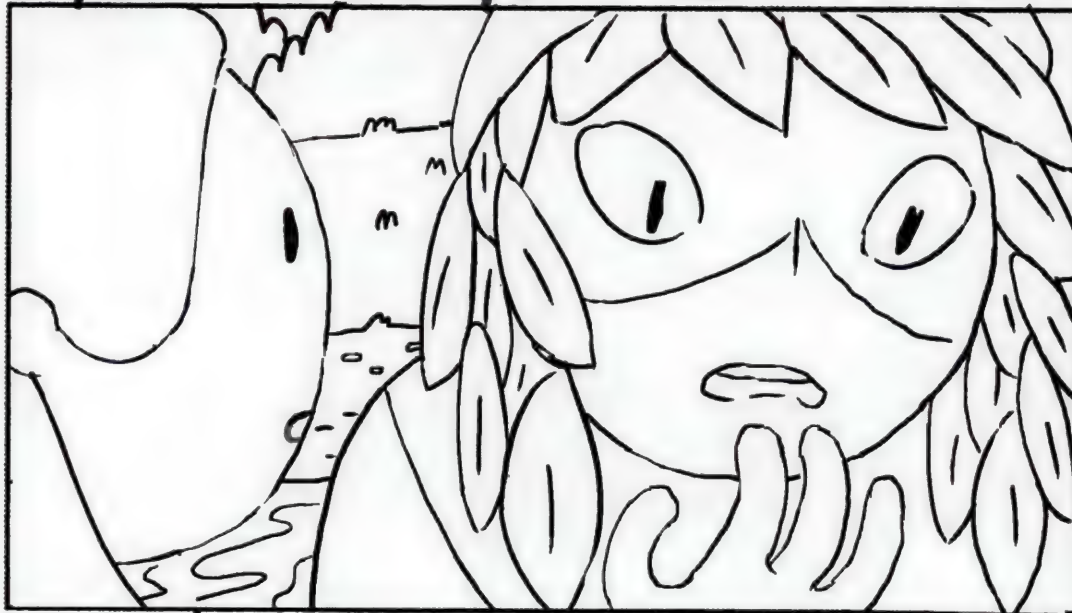
day night

Sc. **77 cont**

Pnl. **B**

Bg.

day night



Dialog:

HW: YOU'RE WHAT I'VE
BEEN LOOKING FOR.

Action:

-HW EXAMINES F'S RIGHT HAND

Timing:

AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

1034/231

ADVENTURE TIME

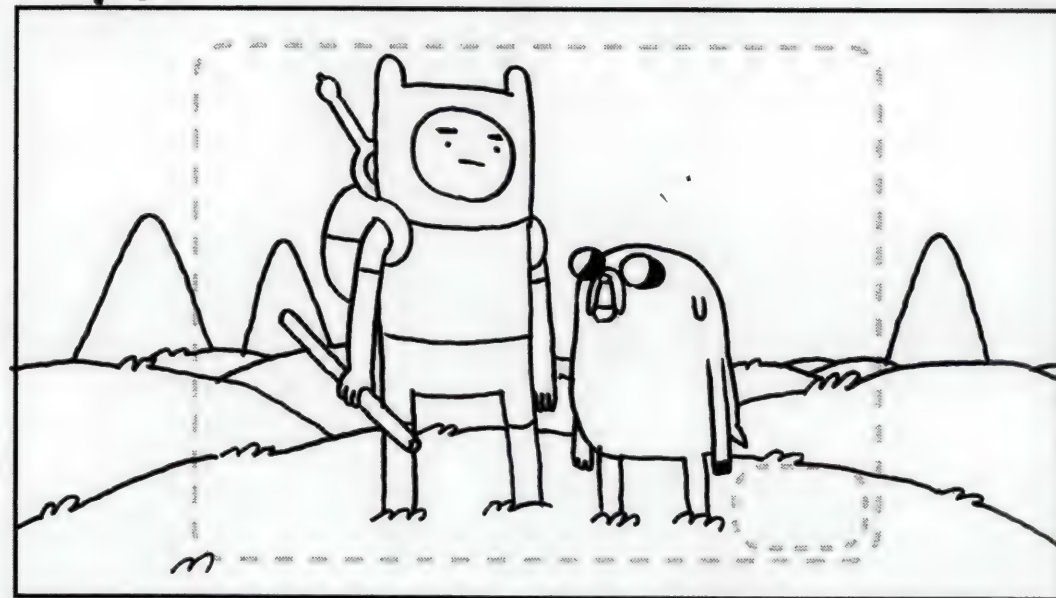


Sc. **78**

Pnl. **A**

Bg.

day night

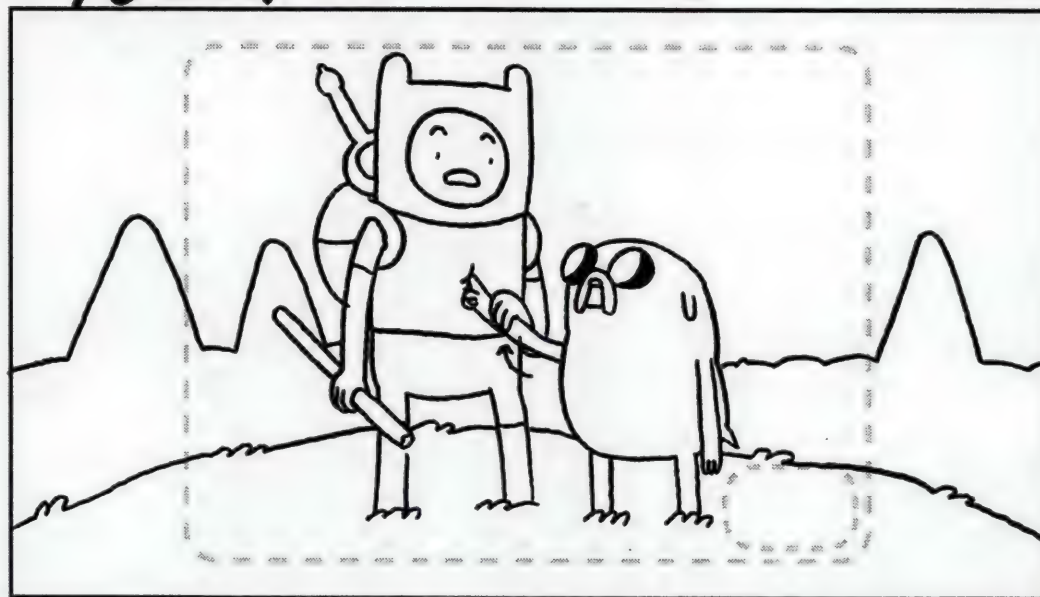


Sc. **78 CONT**

Pnl. **B**

Bg.

day night



Dialog:

J/ Lookin' for a dope boyfriend.

Action:

Timing:



Finn/

Nah man, she thinks my grass arm flute playing - i can summon the spirit of the forest.



AUG 28 2015



Production:

EPISODE #

1034-231

1034/231

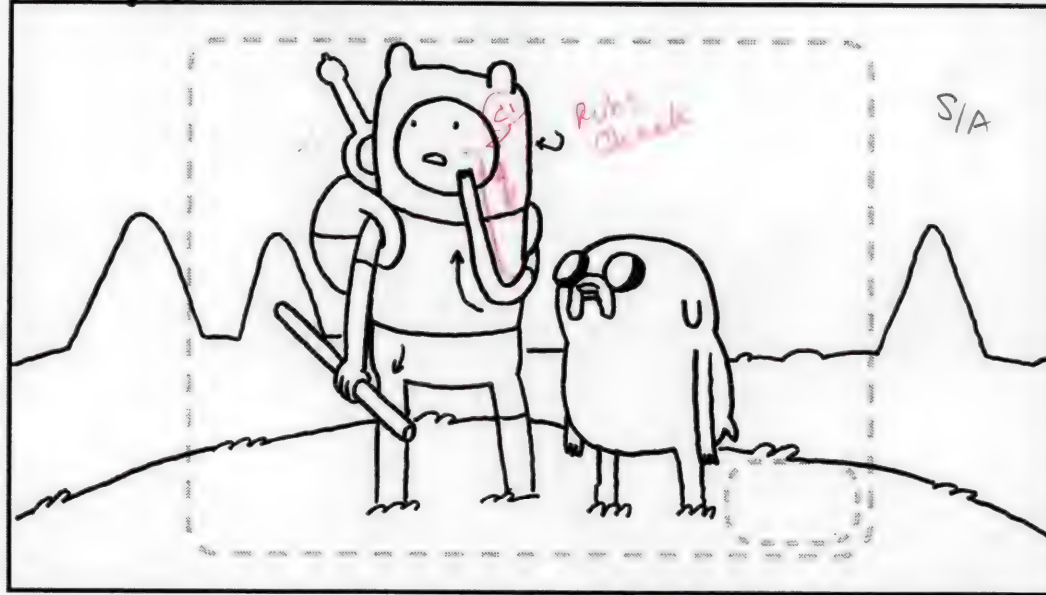
1034/231

ADVENTURE TIME

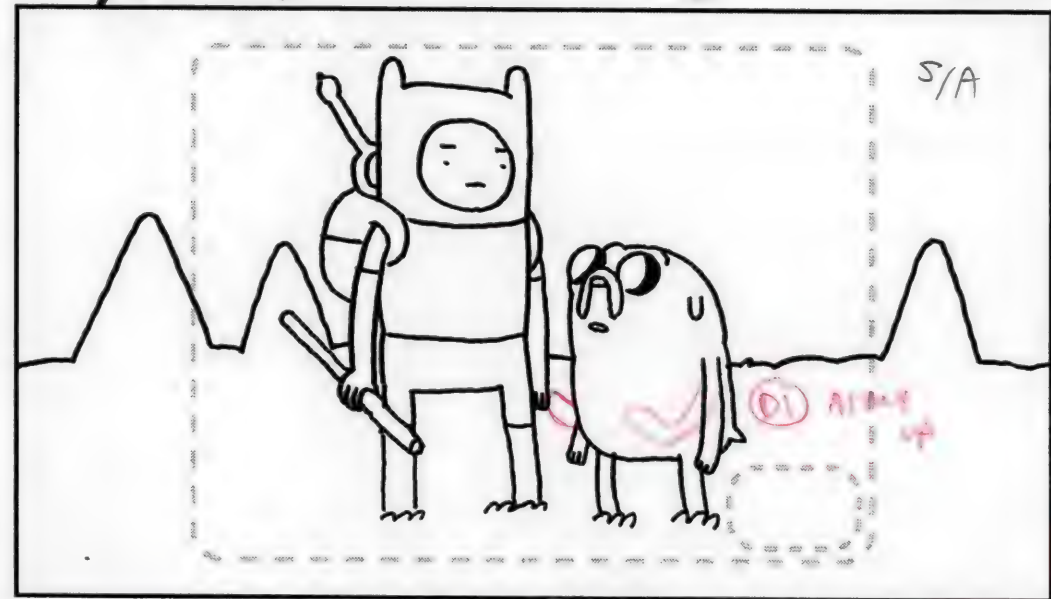


Page **83**

Sc. **78 cont** Pnl. **C** Bg. day night



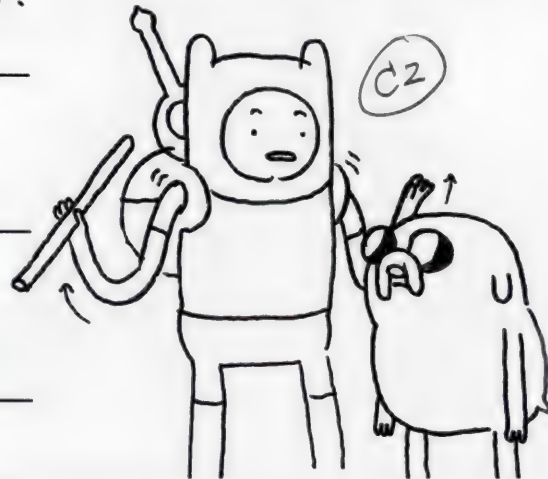
Sc. **78 cont** Pnl. **D** Bg. day night



Dialog: Finn / I been playing different songs for 2 weeks though and he hasn't shown up yet.

Action:

Timing:



Jake / Who's that her ex-boyfriend?



AUG 28 2015

EPISODE #

Production:

1034-231

1034/231

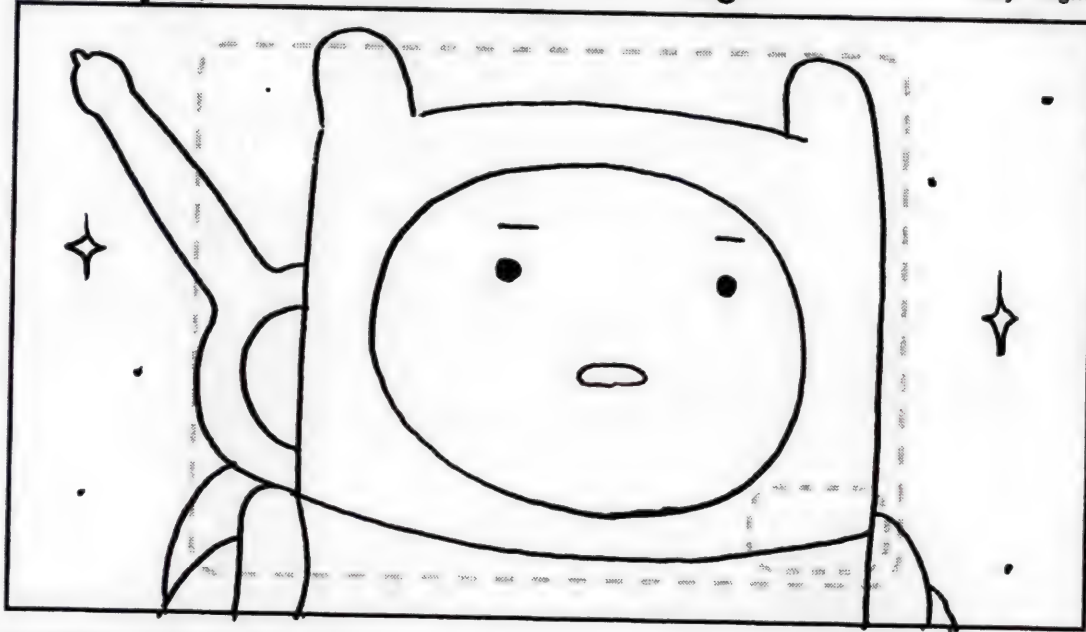
1034/231

ADVENTURE TIME



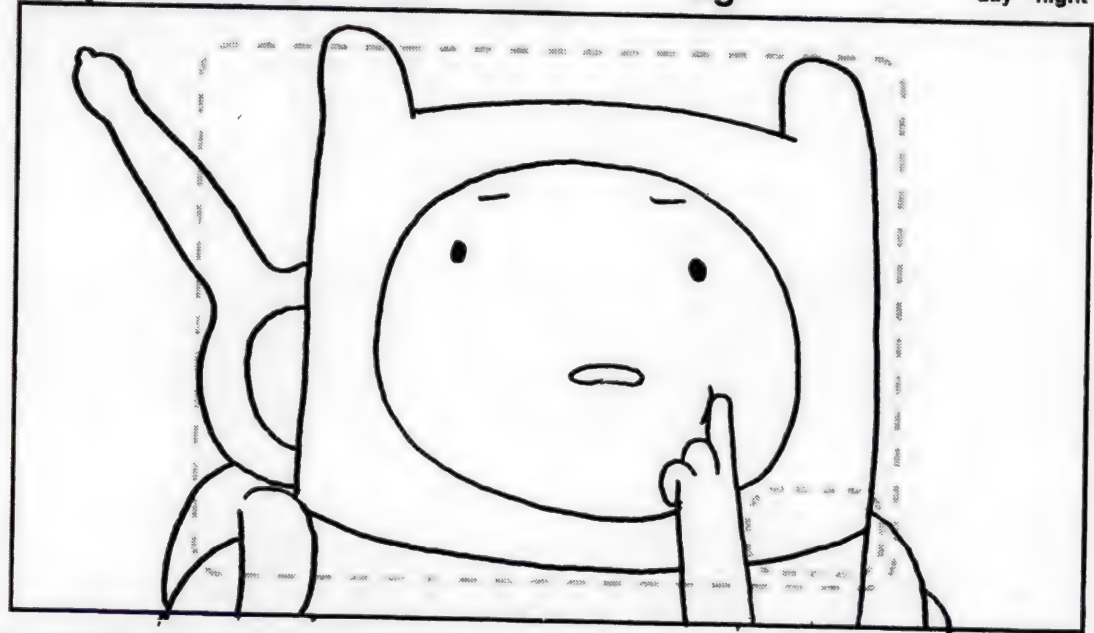
Sc. **79** Pnl. **A** Bg.

day night



Sc. **79 cont** Pnl. **B** Bg.

Page **84**
day night



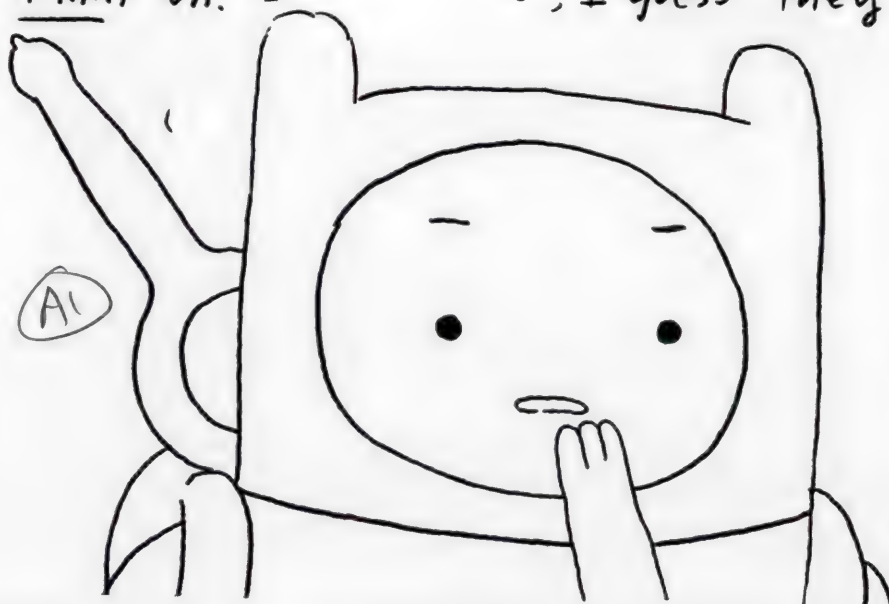
Dialog:

Finn! Uh.

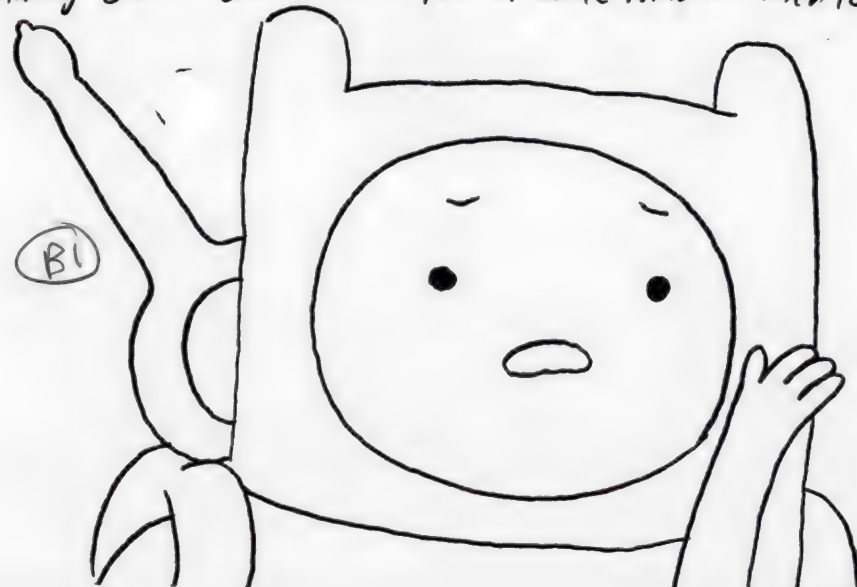
... I guess they _____ used to hang out but maybe in some kind of mentor/student capacity.

Action

Timing



AUG 28 2015



Production:

EPISODE #

1034-231

1034/231

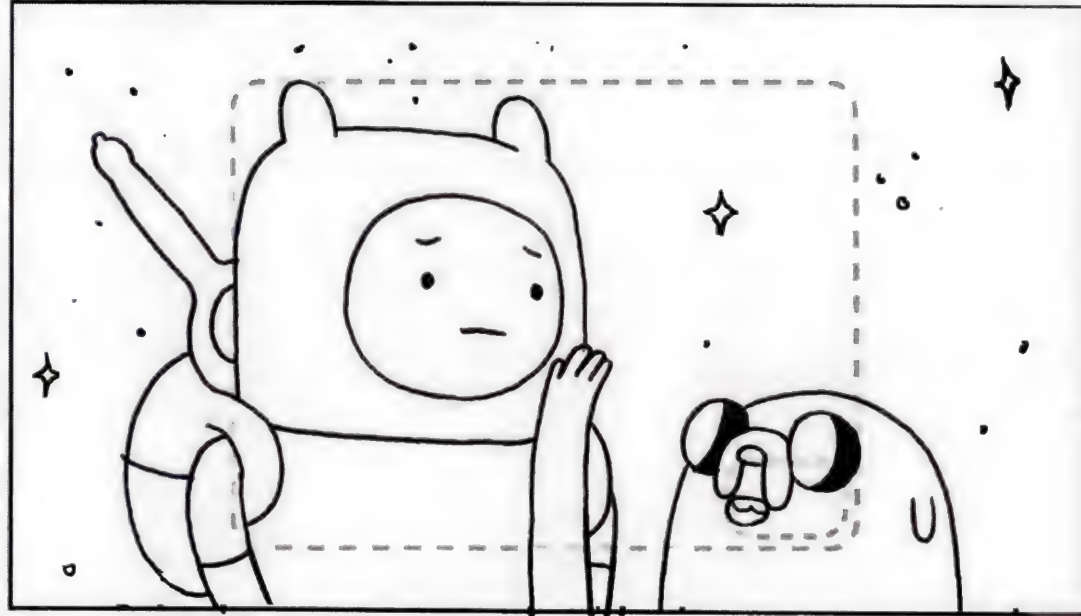
1034/231

ADVENTURE TIME

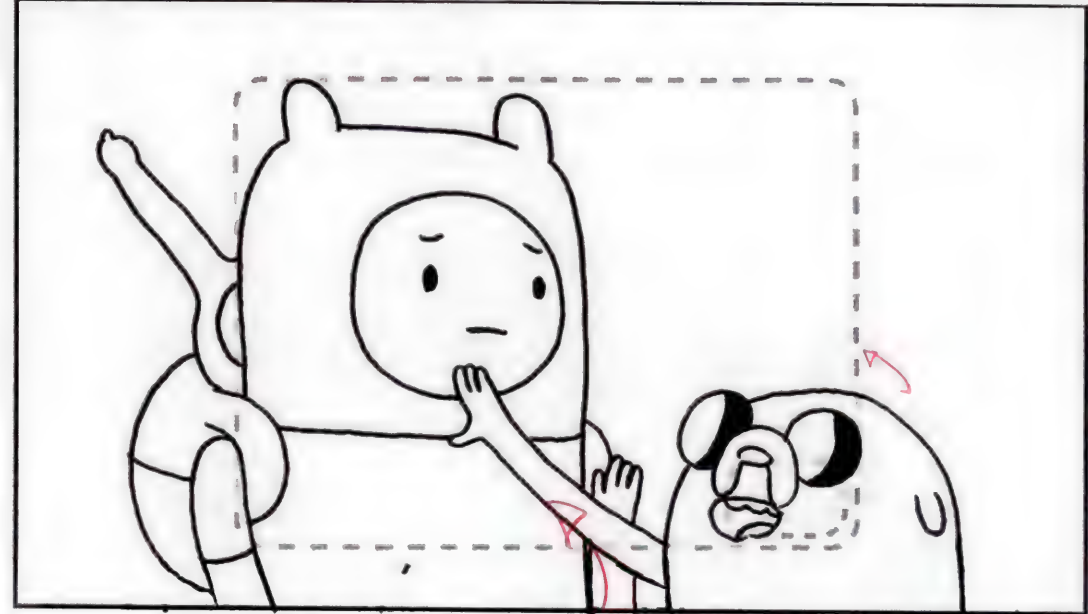


Page **85**

Sc. **80** Pnl. **A** Bg. day night



Sc. **80 CONT** Pnl. **B** Bg. day night



Dialog: Take b50 my theory holds! →

Action: -J. GRABS FINN'S HAT.

Timing:



1034-231

EPISODE #

1034/231

Production:

1034/231

1034/231

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

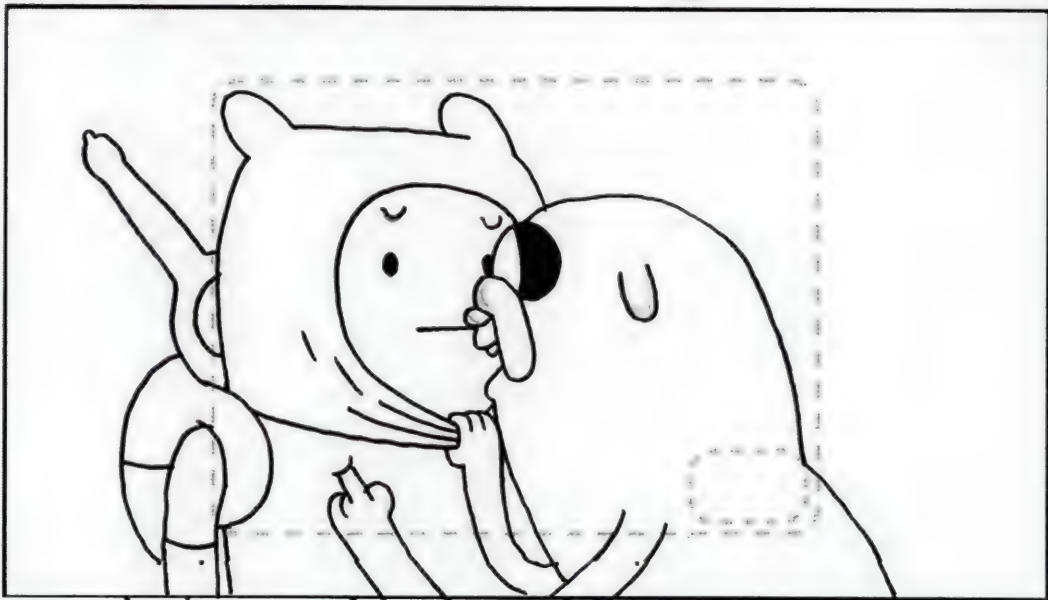


Page **86**

Sc. **80 cont** Pnl. **C**

Bg.

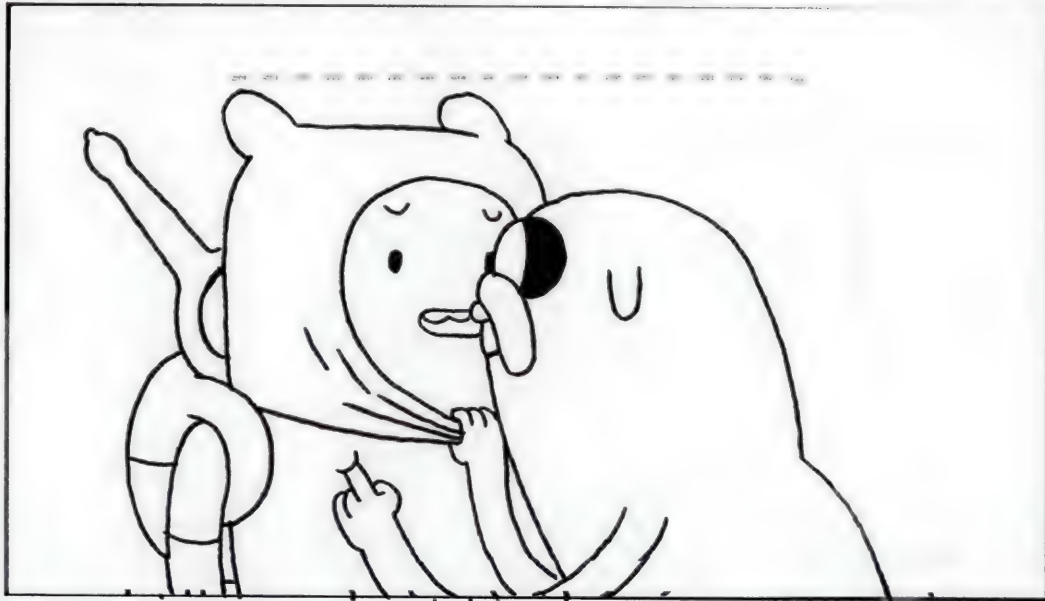
day night



Sc. **80 cont** Pnl. **D**

Bg.

day night



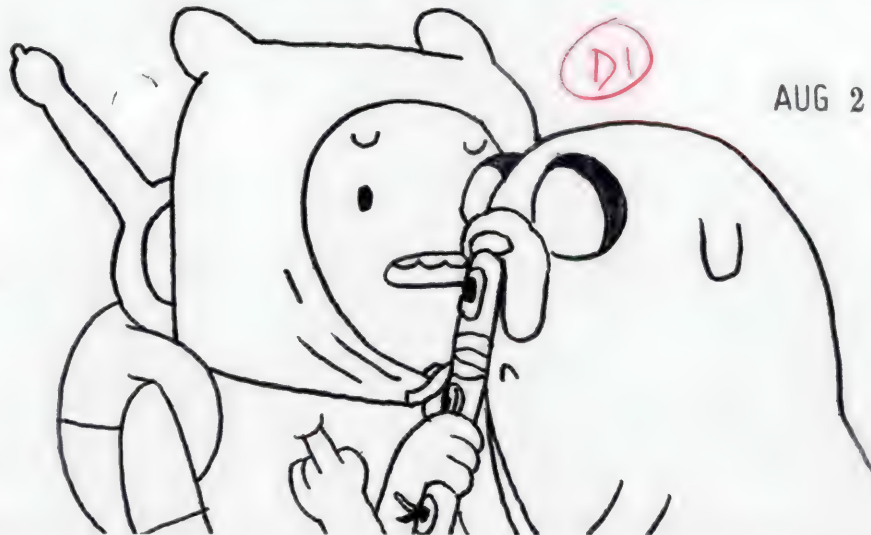
Dialog:

JAKE / You can still make this happen!

Finn / Yeah I really want to help her summon this dude

Action:

Timing:



AUG 28 2015

EPISODE #

Production:

1034-231

1034/231

1034/231

ADVENTURE TIME



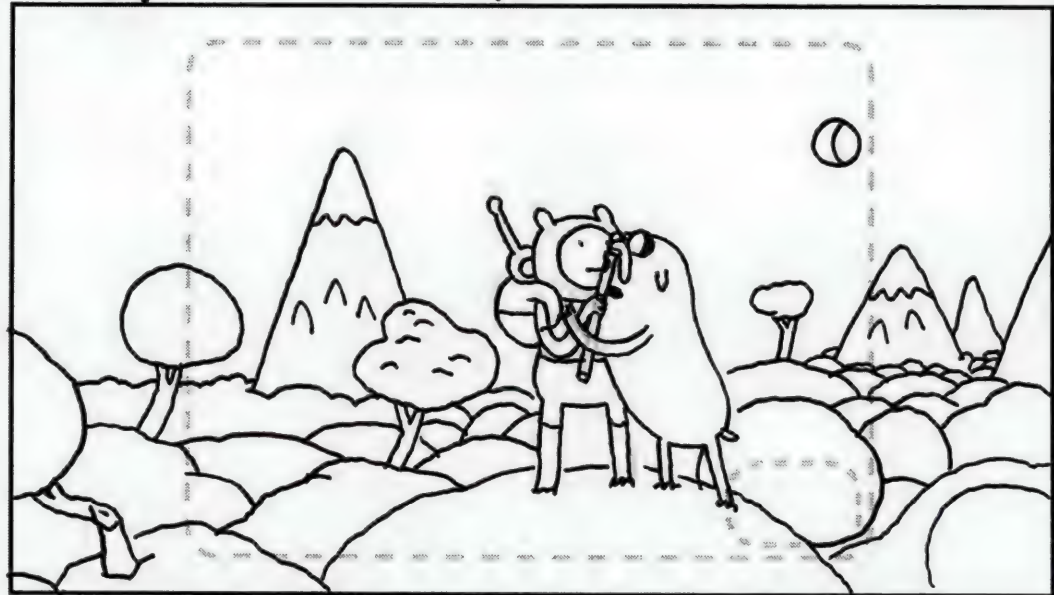
Page **87**

Sc. **81**

Pnl. **A**

Bg.

day night



Sc. **81 cont**

Pnl. **B**

Bg.

day night



Dialog: Jake/Finn That's not why you're here.

Finn/ That's why I'm here.

Action:



Timing:

AUG 28 2015

EPISODE # 1034-231

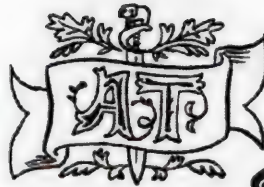
Production:

1034/231

1034/231

1034/231

ADVENTURE TIME



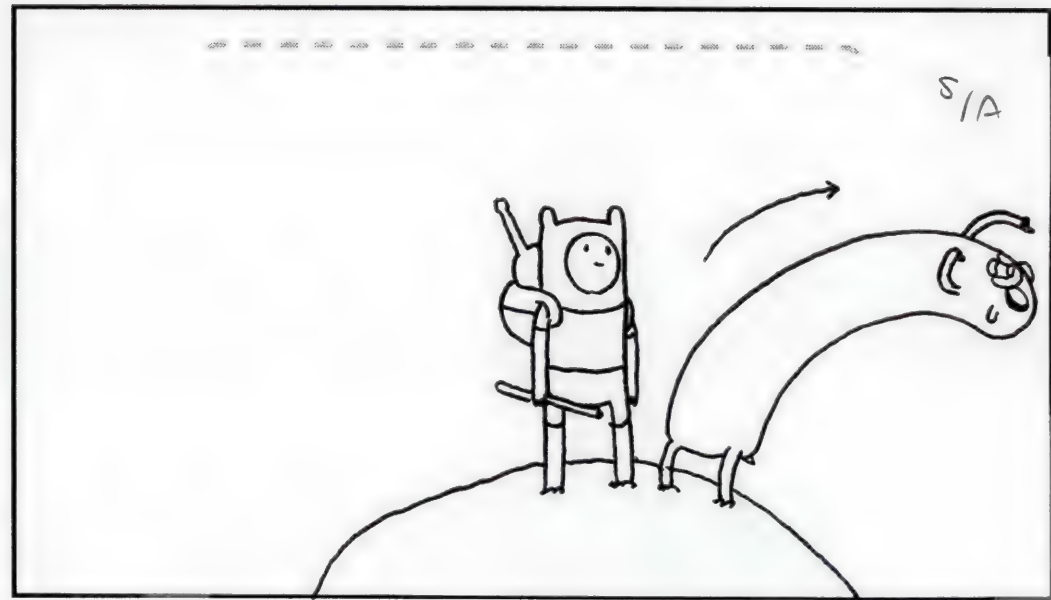
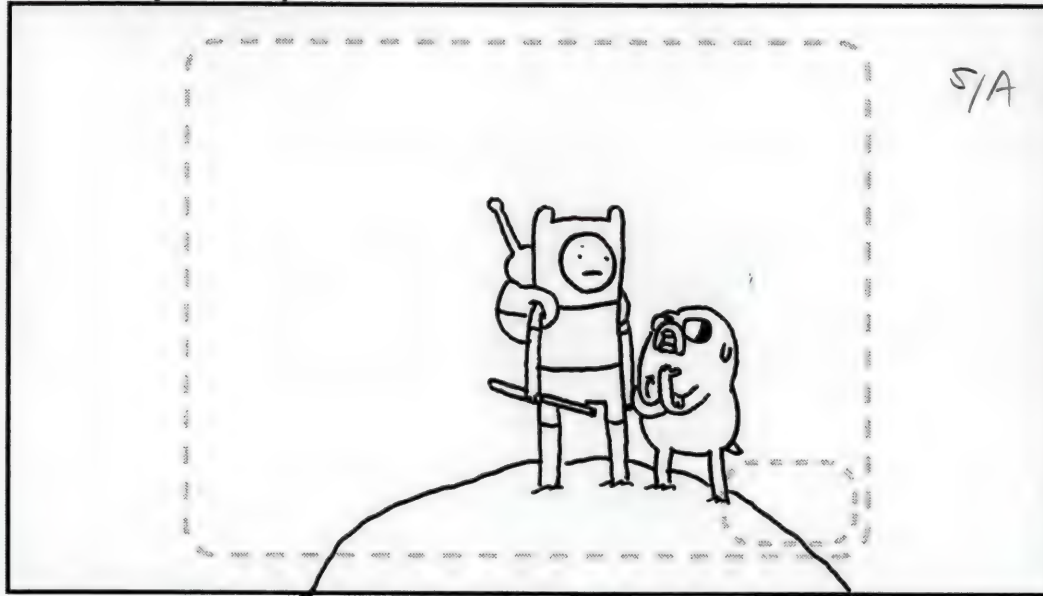
Page **88**

Sc. **81 cont** Pnl. **C** Bg.

day night

Sc. **81 cont** Pnl. **D** Bg.

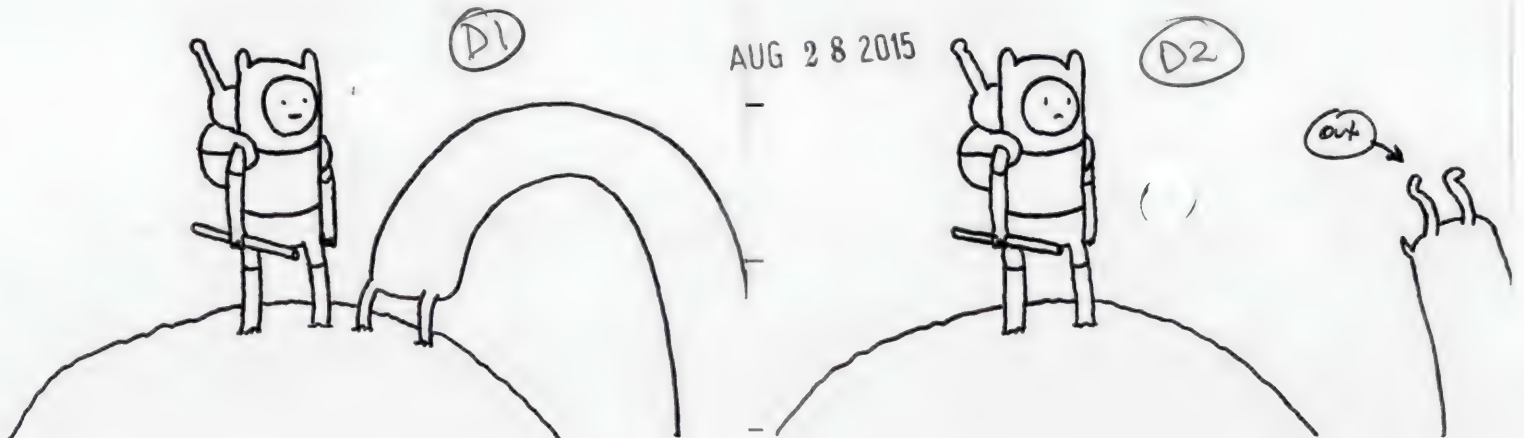
day night



Dialog: Jake/ come on —————> let's make some magic happen.

Action: -J. STRETCHES
OFF/S.

Timing:



EPISODE # **1034-231**

1034/231

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

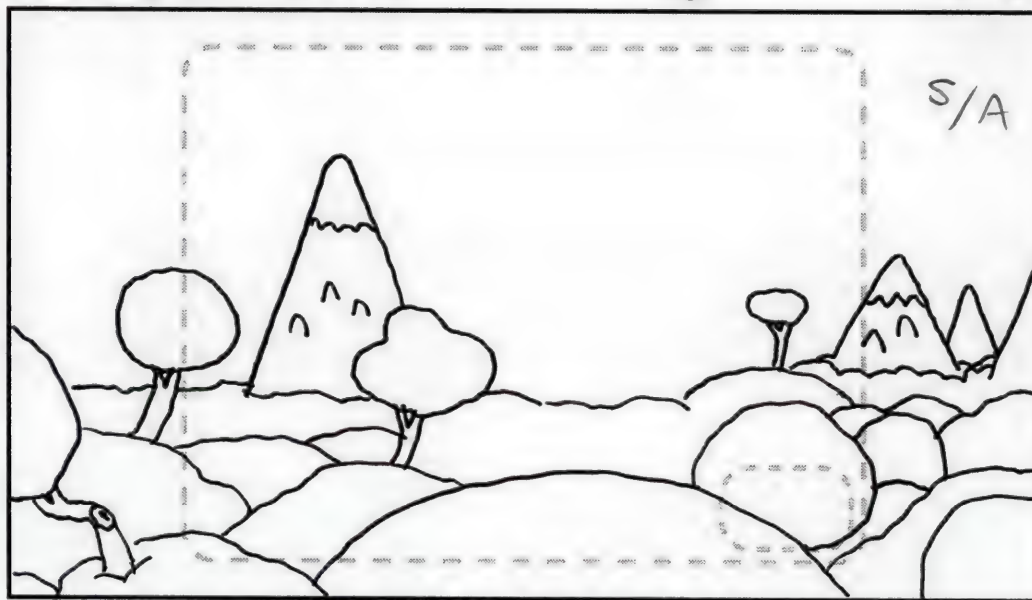
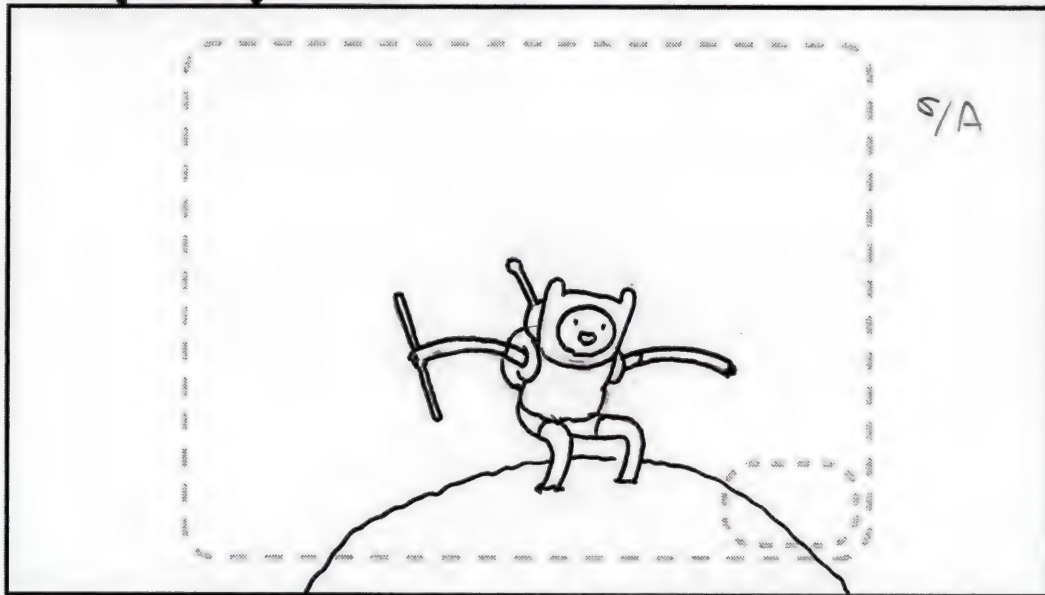


Sc. 8/cont Pnl. E Bg.

day night

Sc. 8/cont Pnl. F Bg.

Page 89
day night PA NEXT



Dialog: Finn/ Yeah my magic flute spell

Action:

Timing:



- F, HOPS
OFF/S.

AUG 28 2015

EPISODE #
1034-231

EPISODE #

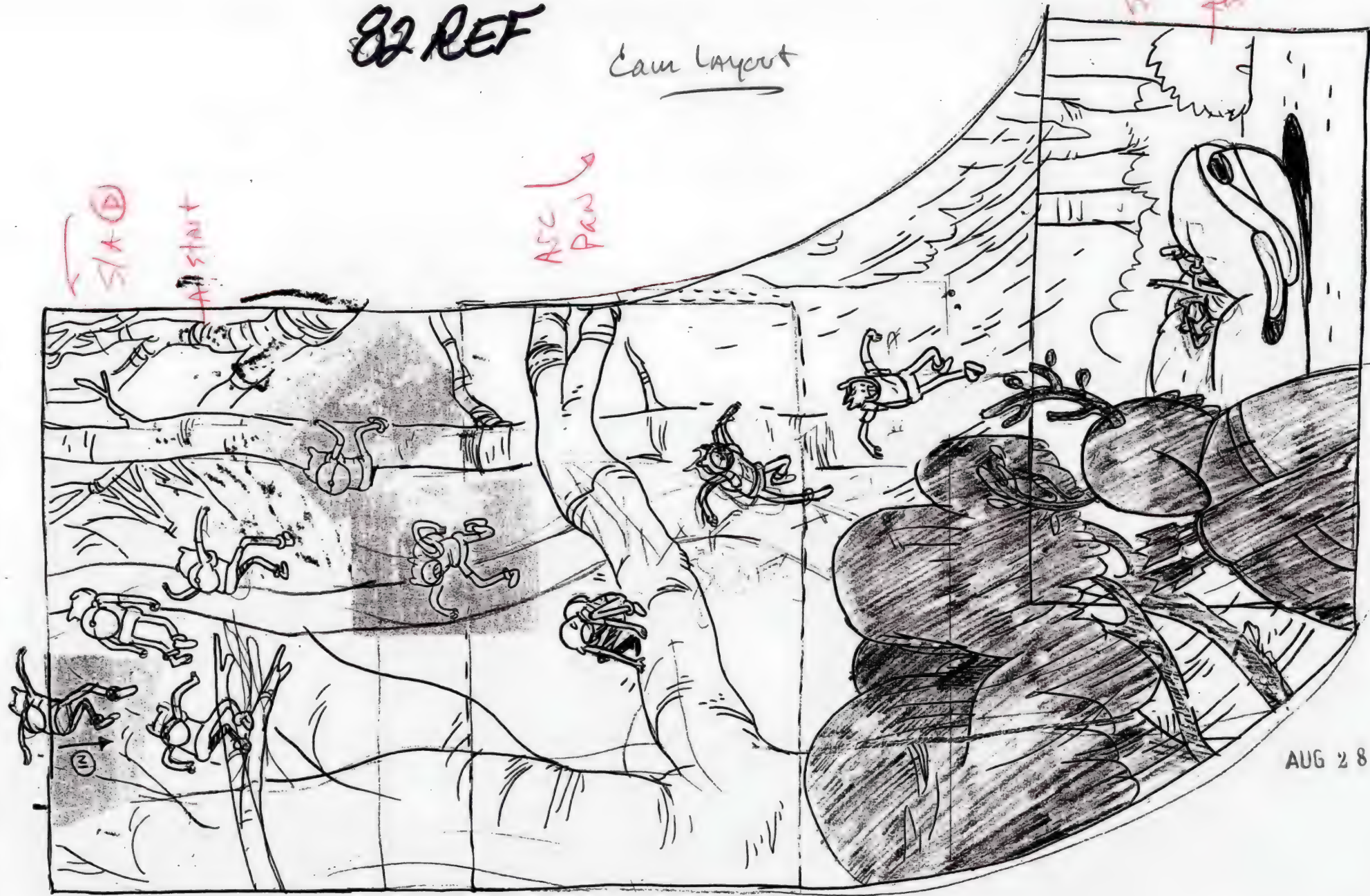
Production:

1034/231

1034/231

1034/231

REFERENCE FOR TRACKING SHOT, SC 82



P. 89A
90 NEXT

1034-231

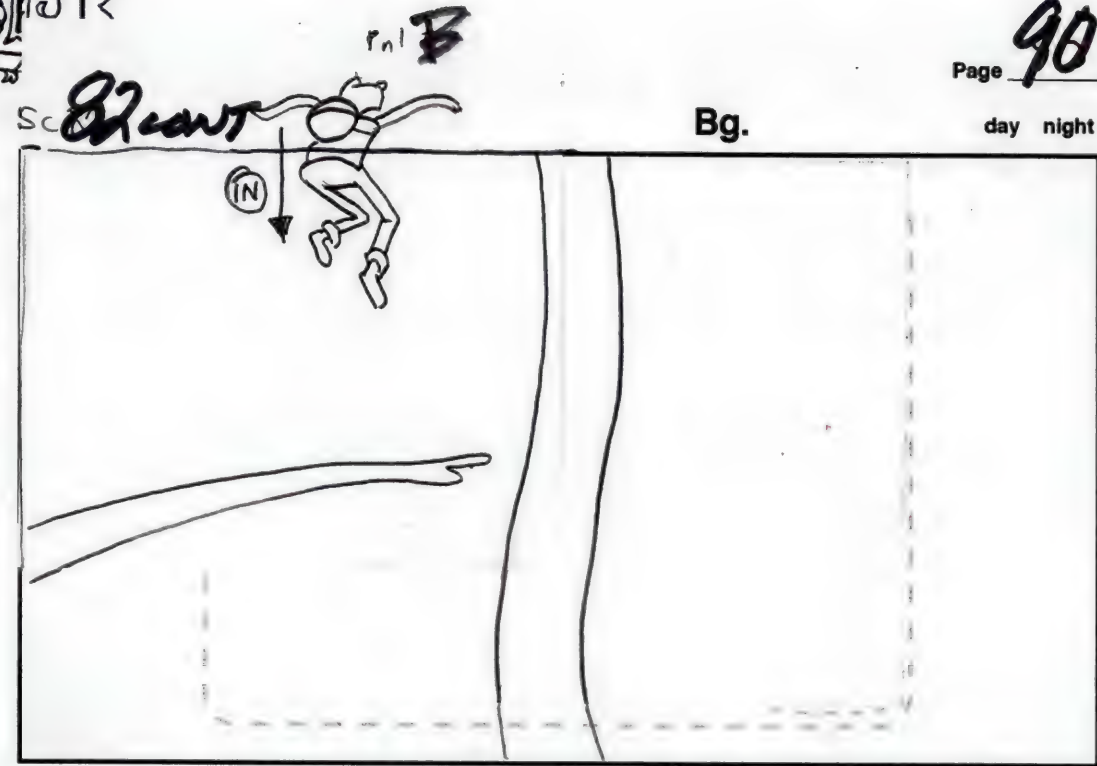
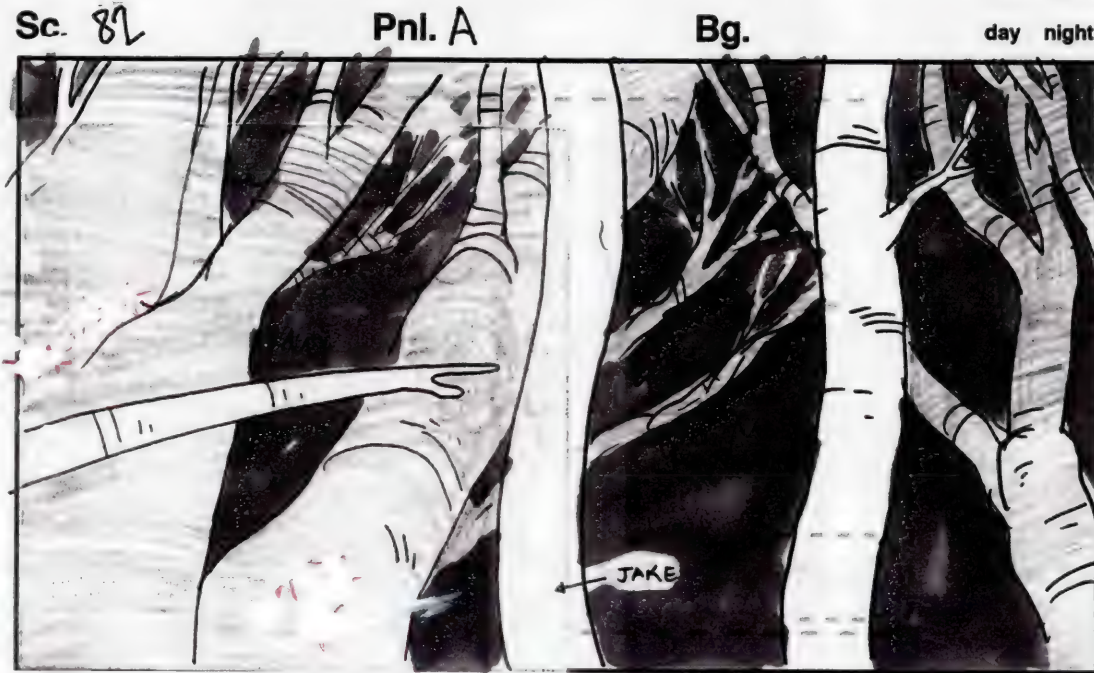
1034/231

1034/231

ADVENTURE TIME



Page **90**



Dialog:

Action:

SP - just below forest canopy

- F. FALLS ON/S.

AUG 28 2015

Timing:

EPISODE # **1034-231**

Production:

1034/231

1034/231

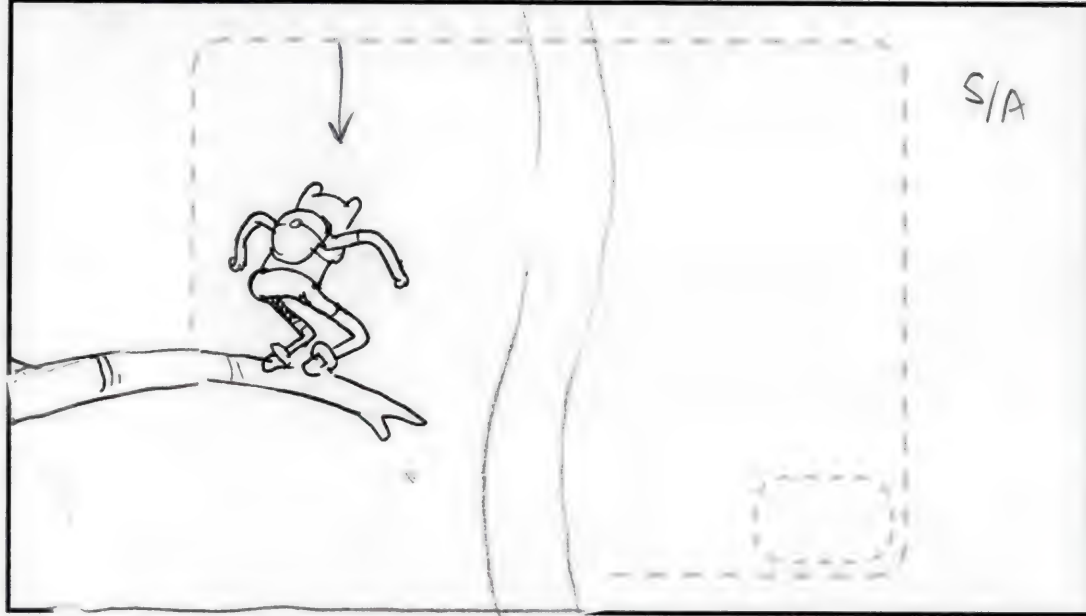
1034/231

ADVENTURE TIME



Page **91**
day night

Sc. **82 cont** Pnl. C Bg.



Sc. **82 cont** Pnl. D Bg.



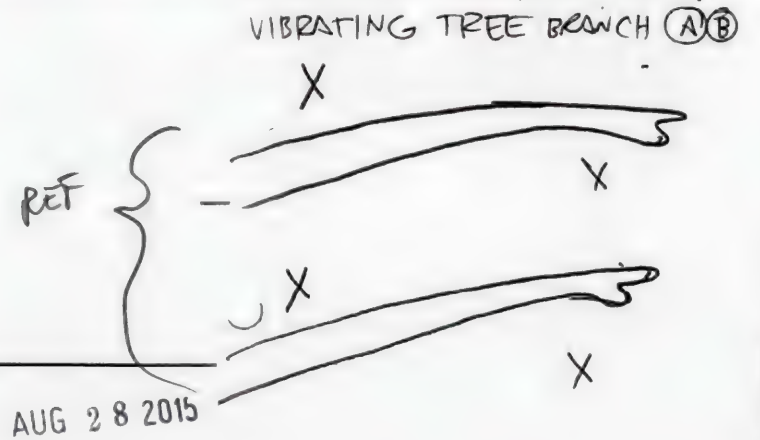
Dial:

Action:

FINN LANDS, BENDING BRANCH,

- F JUMPS, BRANCH QUIVERS

Timing:



EPISODE # 1034-231

Production:

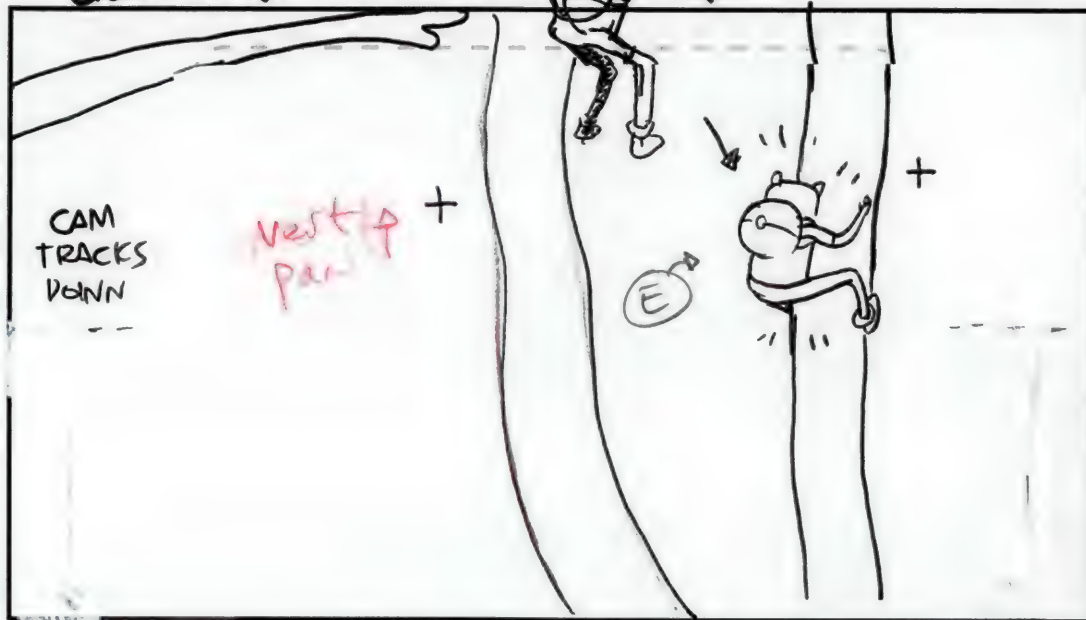
1034/231

1034/231

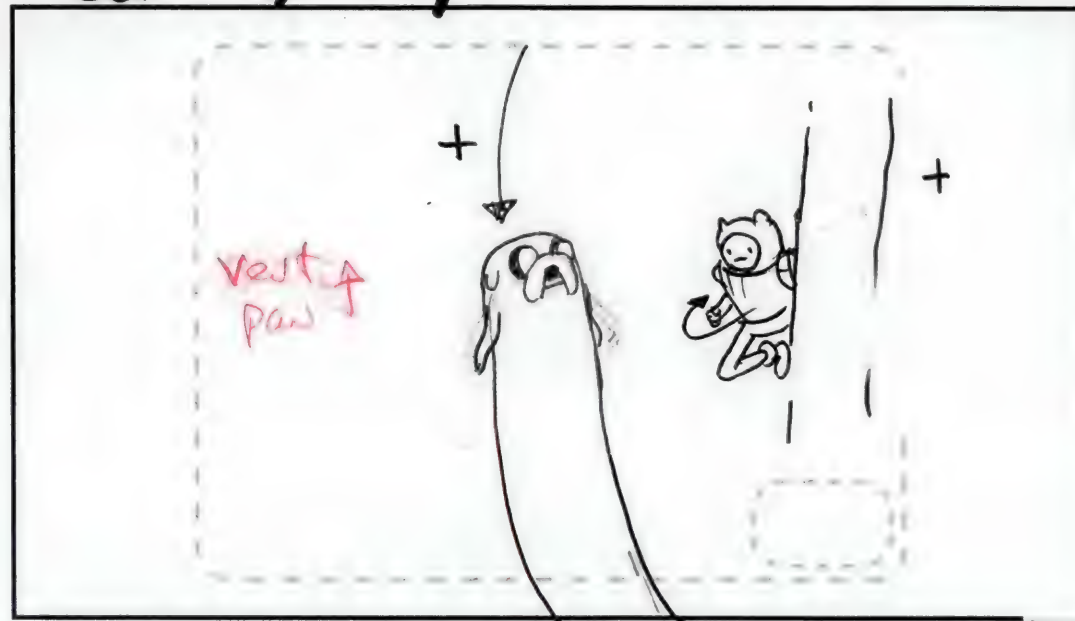
ADVENTURE TIME



Sc. **82 cont** Pnl. **E** Bg. **5/A/D1** day night



Sc. **82 cont** Pnl. **F** Bg. day night



Dialog:

See Cam Layout slide page 89A

Action:

CAM TRACKS DOWN TO FOLLOW FINN
F LANDS ON TREE BRANCH

Timing:

AUG 28 2015

1034-231

EPISODE #

1034/231

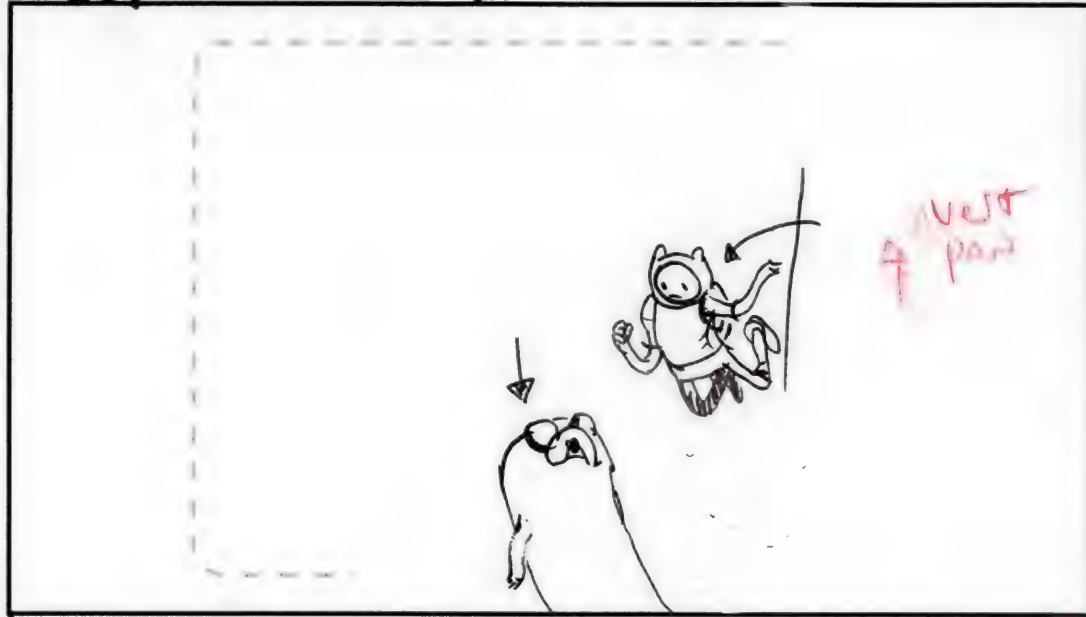
Production:

1034/231

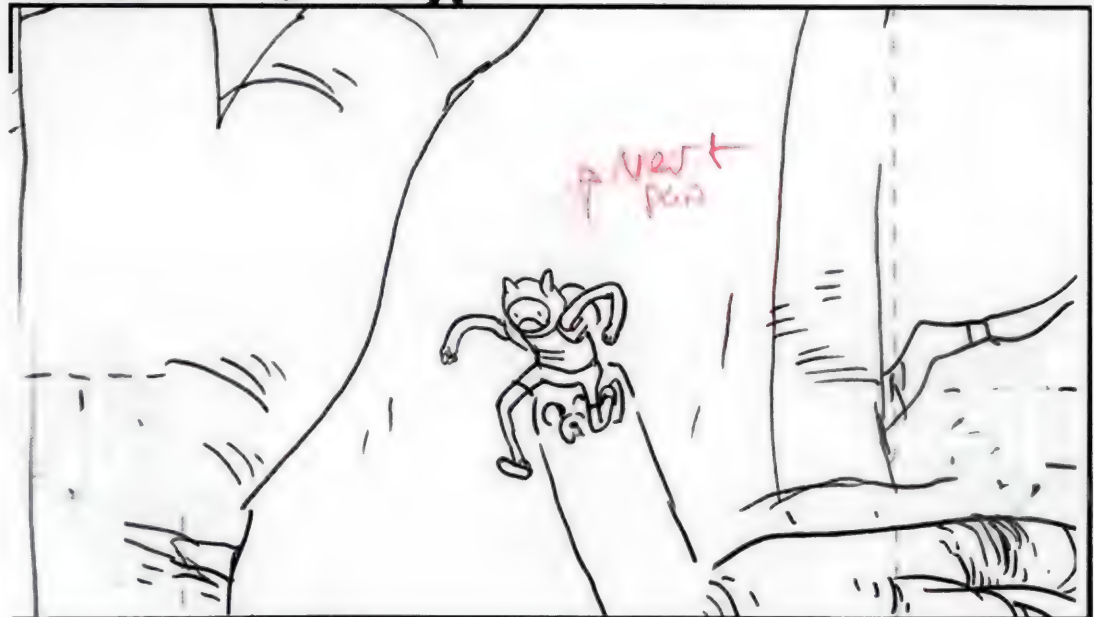
ADVENTURE TIME



Sc. *82 cont* Pnl. *G* Bg. day night



Sc. *82 cont* Pnl. *H* Bg. day night



Dialog:

Action:

- J.'S HEADS STRETCHES DOWN OFF/LS
- F. LEAPS

AUG 28 2015

Timing:

1034-231

EPISODE #

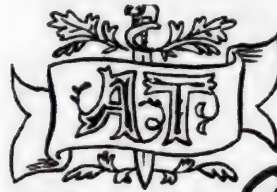
1034/231

Production:

1034, 231

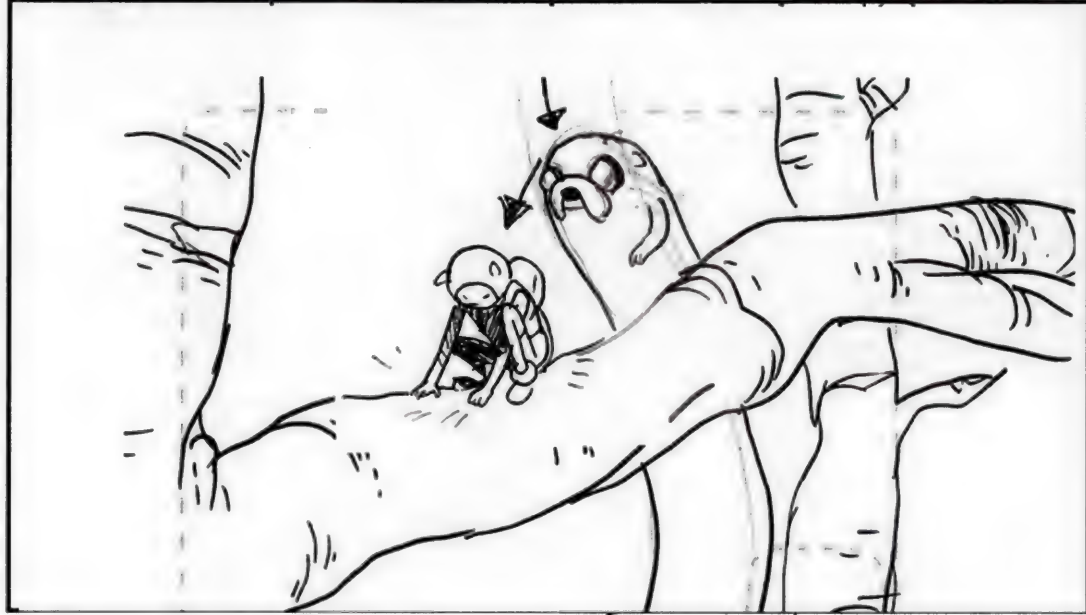
©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

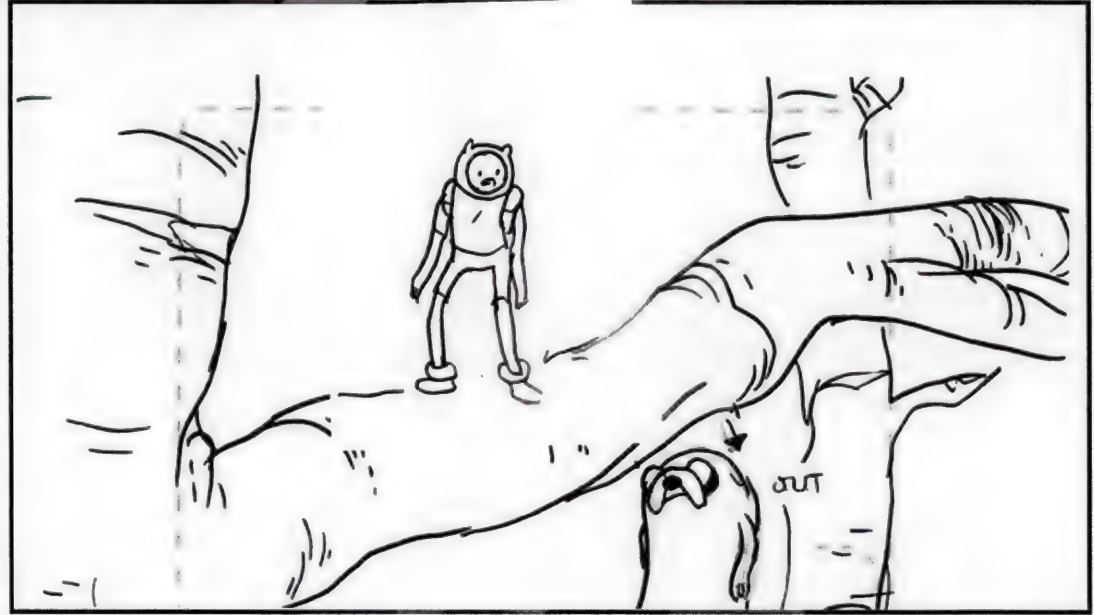


Page **94**

Sc. **82 cont** Pnl. **I** Bg. day night



Sc. **82 cont** Pnl. **J** Bg. day night



Dialog:

SFX:
— * CHFF *

Action:

- F LANDS ON BRANCH.

Timing:



AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

1034/231

1034/231

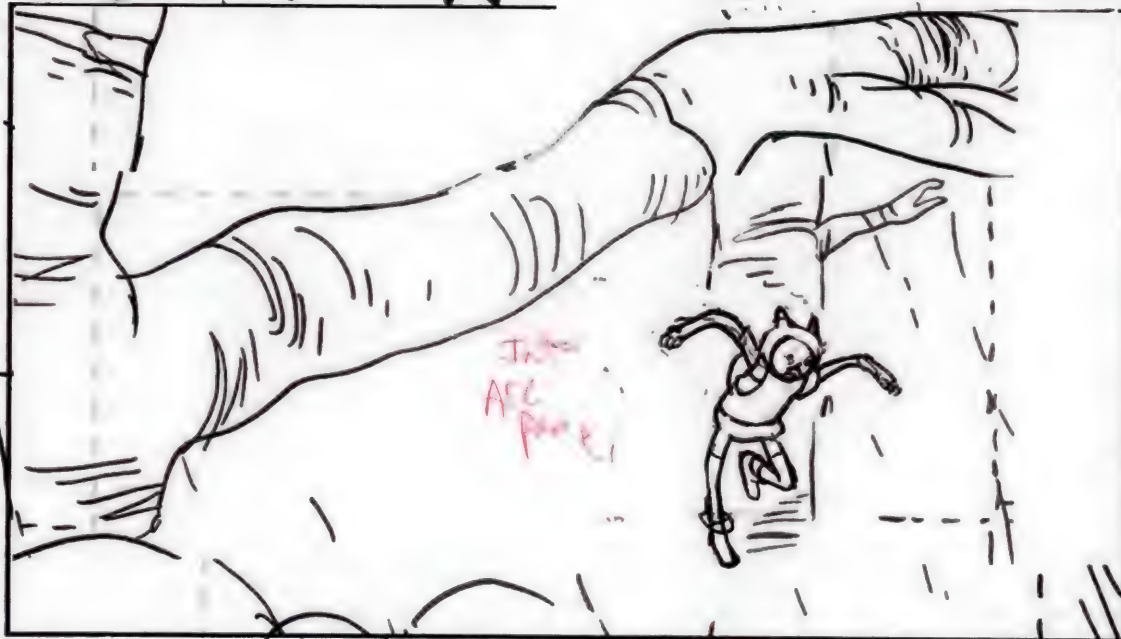
ADVENTURE TIME



Sc. *82 cont* Pnl. *K*

Bg.

day night



Sc. *82 cont* Pnl. *L*

Bg.

day night



Dialog:

Action:

Timing:

AUG 28 2015

Page *95*

EPISODE # 1034-231

Production:

1034/231

1034/231

1034/231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

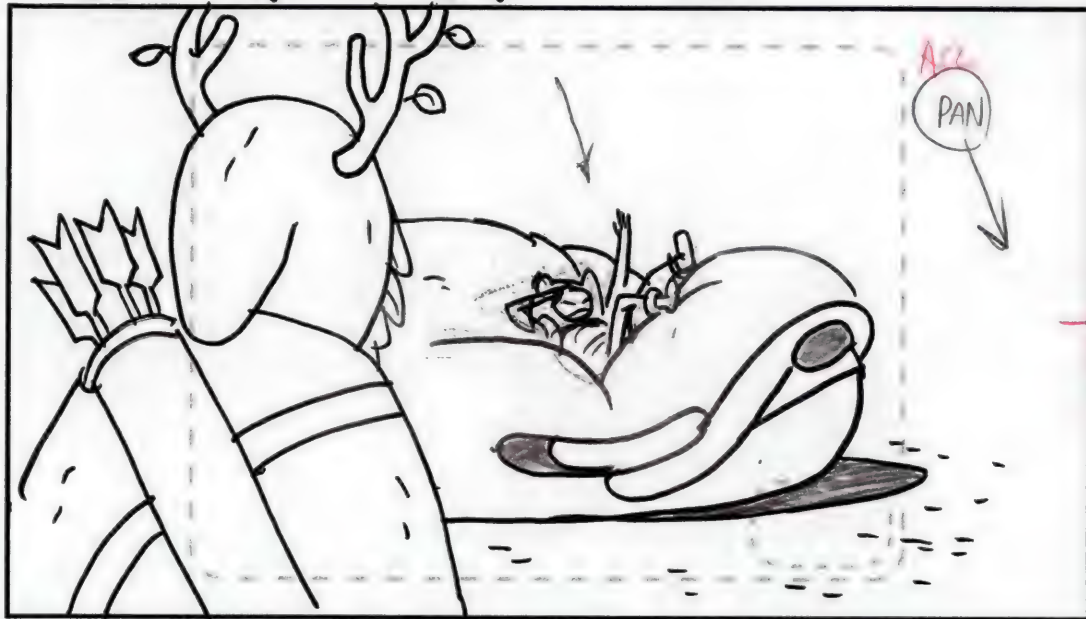


96

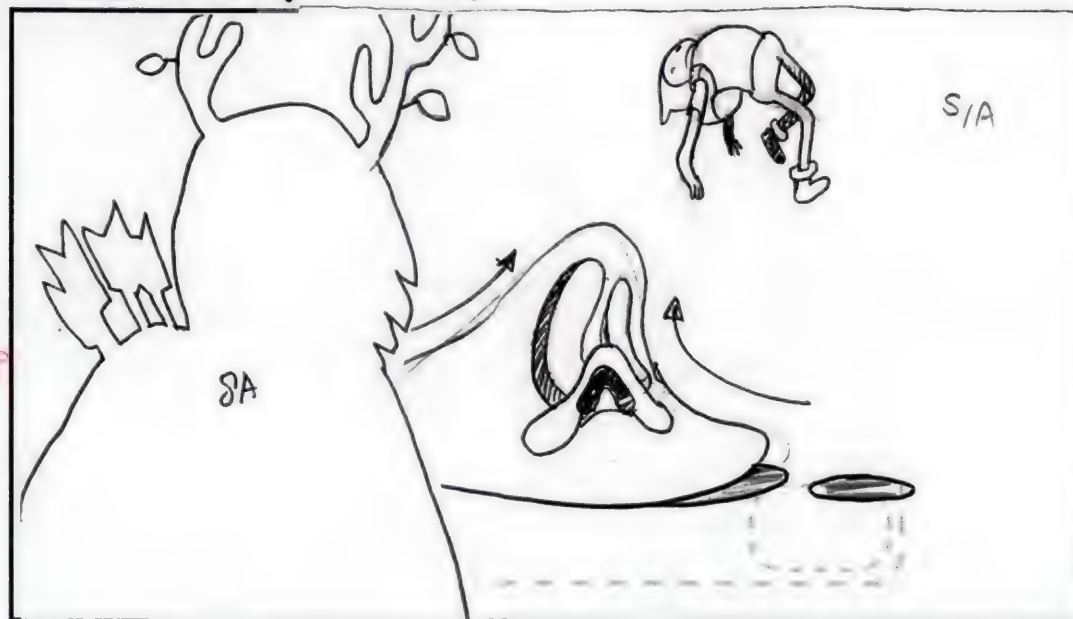
Sc. 82 cont Pnl. M

Bg.

day night



Sc. 82 cont Pnl. N



Dialog:

SFX: * BWOING *

Action:



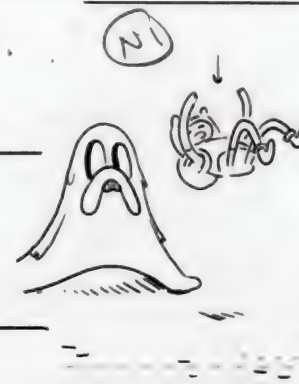
- F. LANDS IN JAKE CUSHION.

- F. BOUNCES OFF J.

Timing:



AUG 28 2015



1034-231

EPISO

1034/231

Production:

1034/231

ADVENTURE TIME

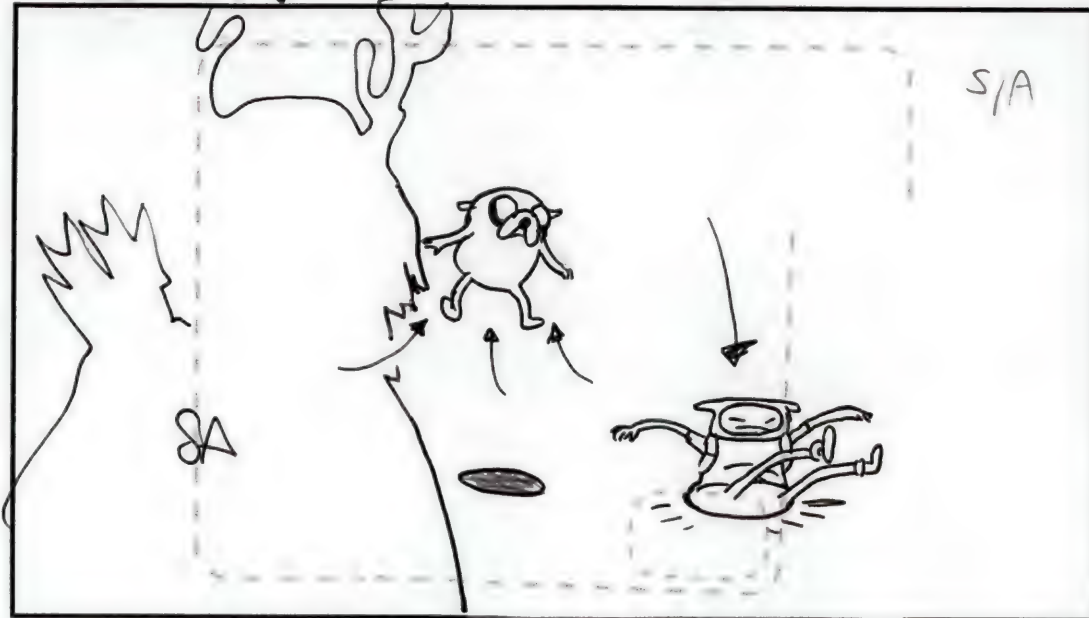


Page **97**
day night

Sc. **82 cont** Pnl. **0**

Bg.

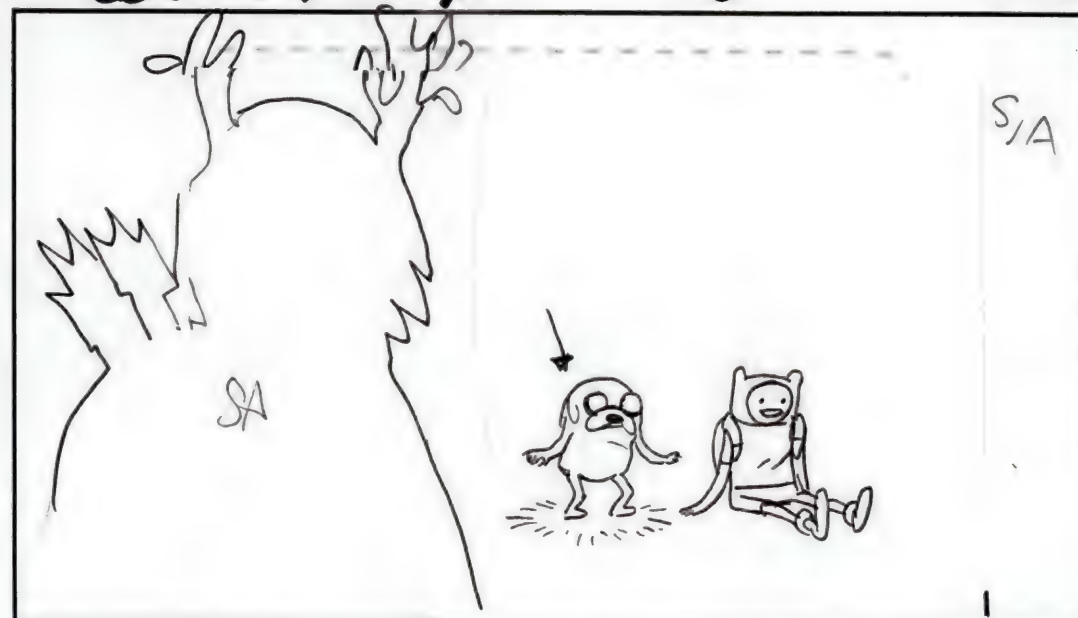
day night



Sc. **82 cont** Pnl. **P**

Bg.

day night



Dialog:

Ⓕ [IMPACT]

Action:

-F. LANDS ON HIS BUTT
-J. RETRACTS BODY

-J. LANDS

Timing:

AUG 28 2015

EPISODE # 1034-231

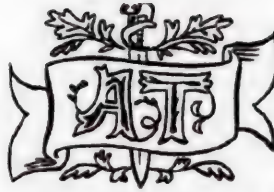
Production:

1034/231

1034/231

1034/231

ADVENTURE TIME



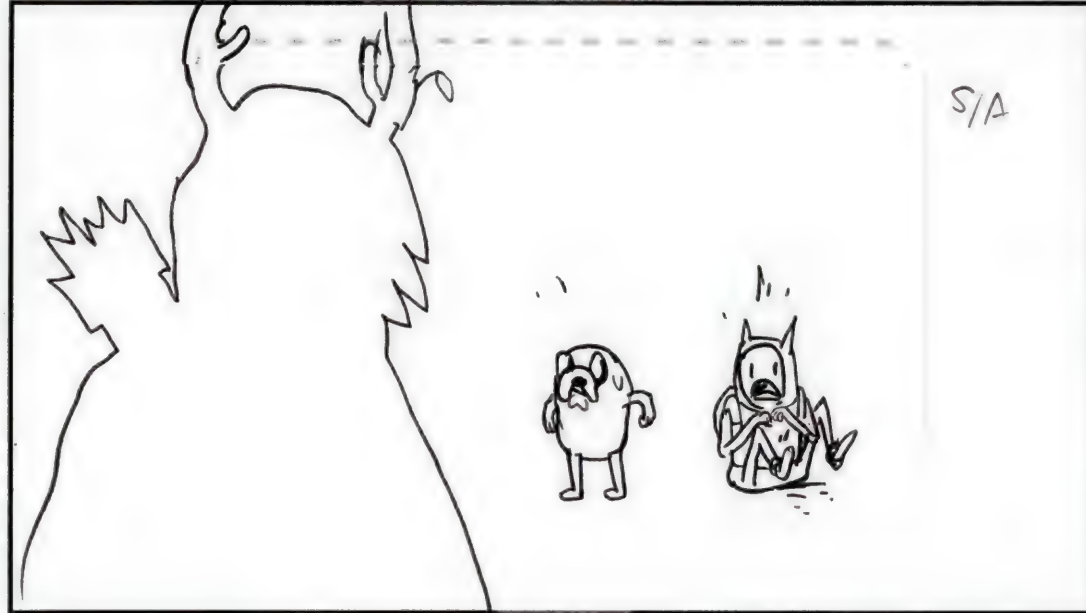
Page **98**

Sc. 82 *cont*

Pnl. Q

Bg.

day night



Sc. 83

Pnl. A

Bg.

day night



HW/ Finn,

F+J: AAH!

HW: I had and idea

Action:

F+J JUMP

Timing:

- HW STEPS OUT OF SHADOW →



AUG 28 2015

Production:

EPISODE # 1034-231

1034/231

ADVENTURE TIME



Page **99**

Sc. 83 **CONT**

Pnl. B

Bg.

day night

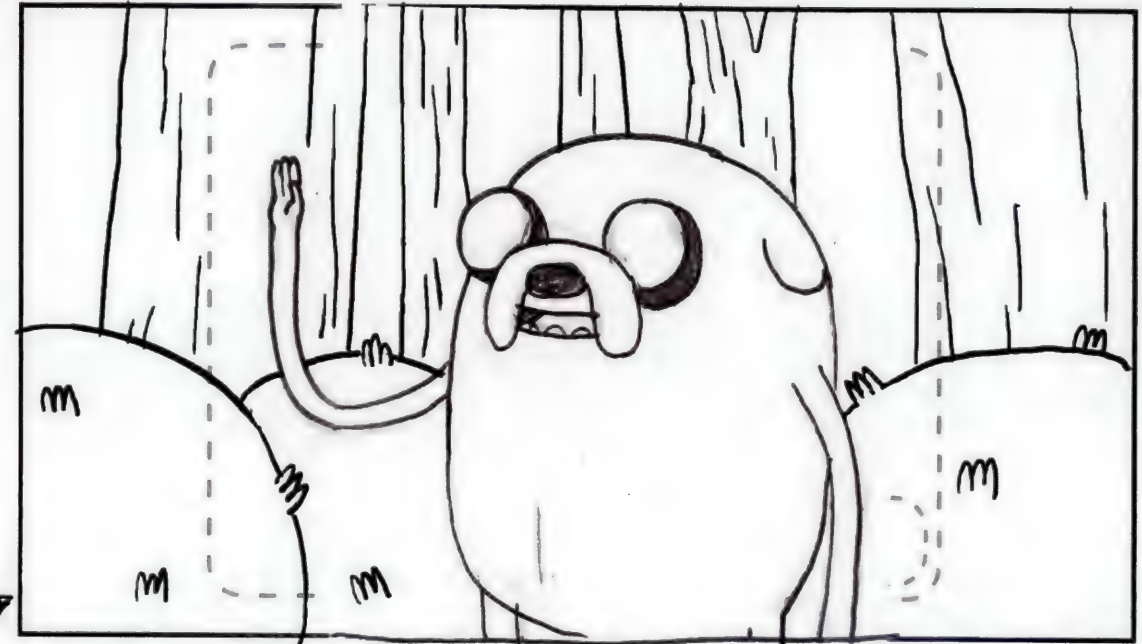


Sc. 84

Pnl. A

Bg.

day night



Dialog:

HW/ I had an idea.

Action:

MOVES FORWARD OUT OF SHADOW

Timing:



AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

1034/231

ADVENTURE TIME



Page 100

Sc. 85

Pnl. A

Bg.

day night

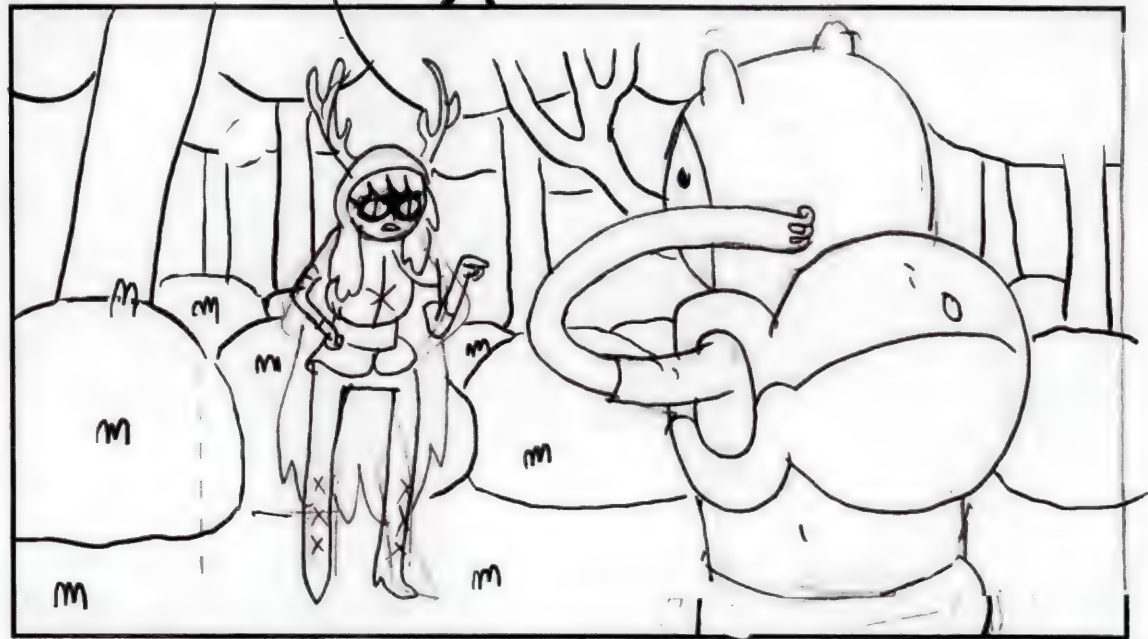


Sc. 86

Pnl. A

Bg.

day night



1034/231

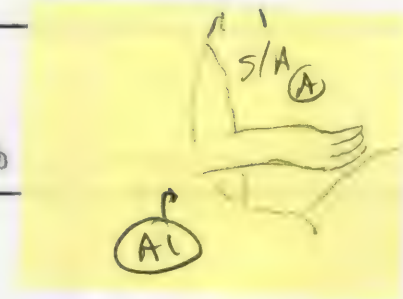


HW/ I think the problem is your flute..

HW/ WE SHOULD try and make you a better one from a magical tusk:



AUG 28 2015



EPISODE # 1034-231

1034/231

1034/231

1034/231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

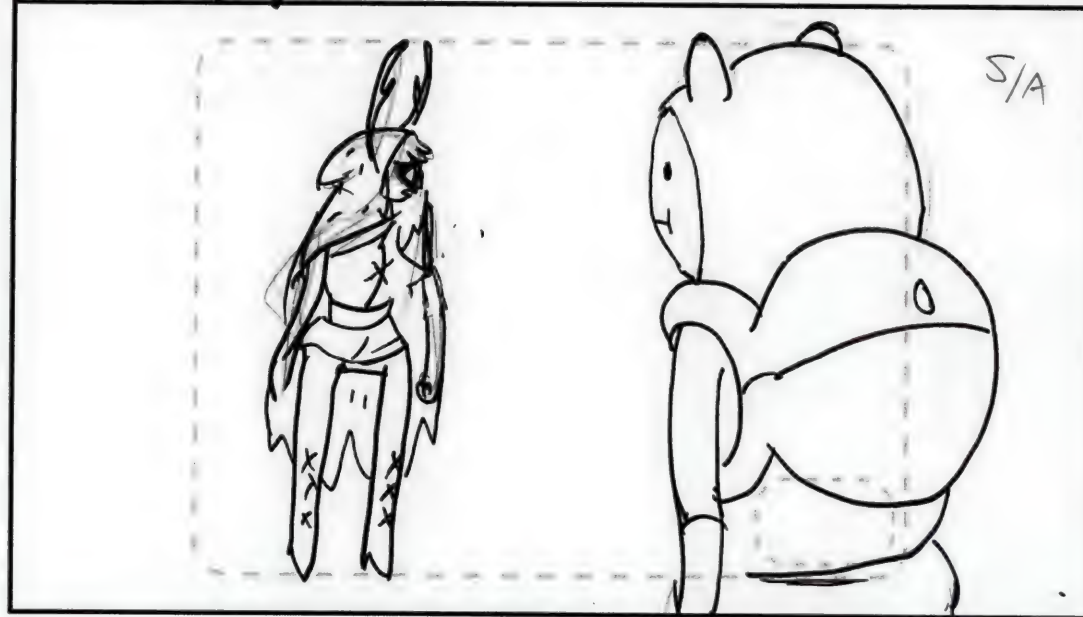


Page **101**

Sc. 86 **CONT** Pnl. B

Bg.

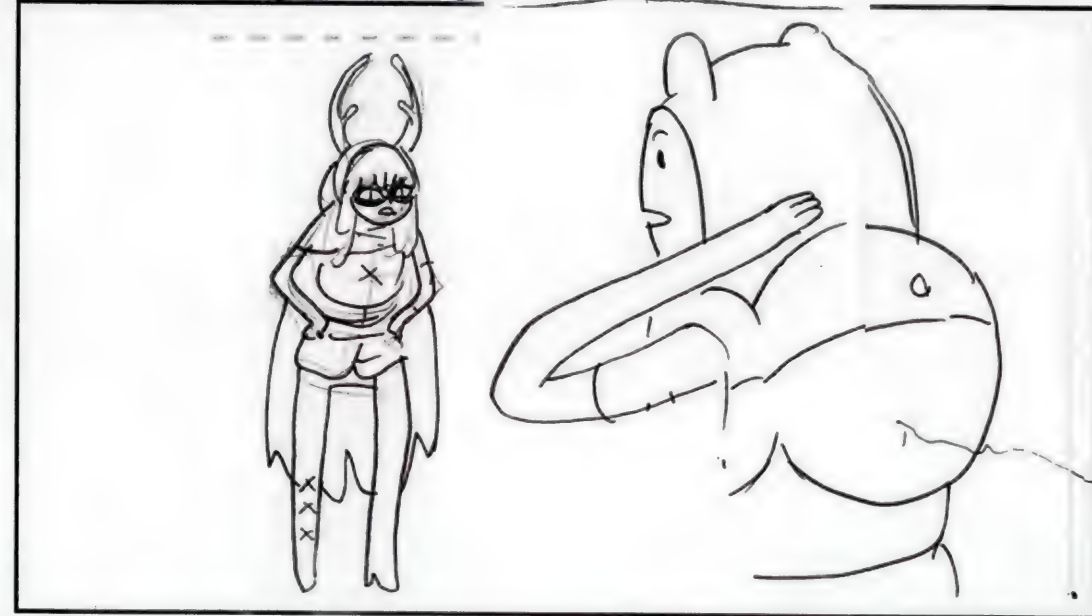
day night



Sc. 86 **CONT** Pnl. C

Rd.

day night



HW/ Like the tusk of the Legendary Thunderboard that lives in these woods.

F/ I'm down for whatever if it helps.

Timing:



AUG 28 2015

EPISODE # 1034-231

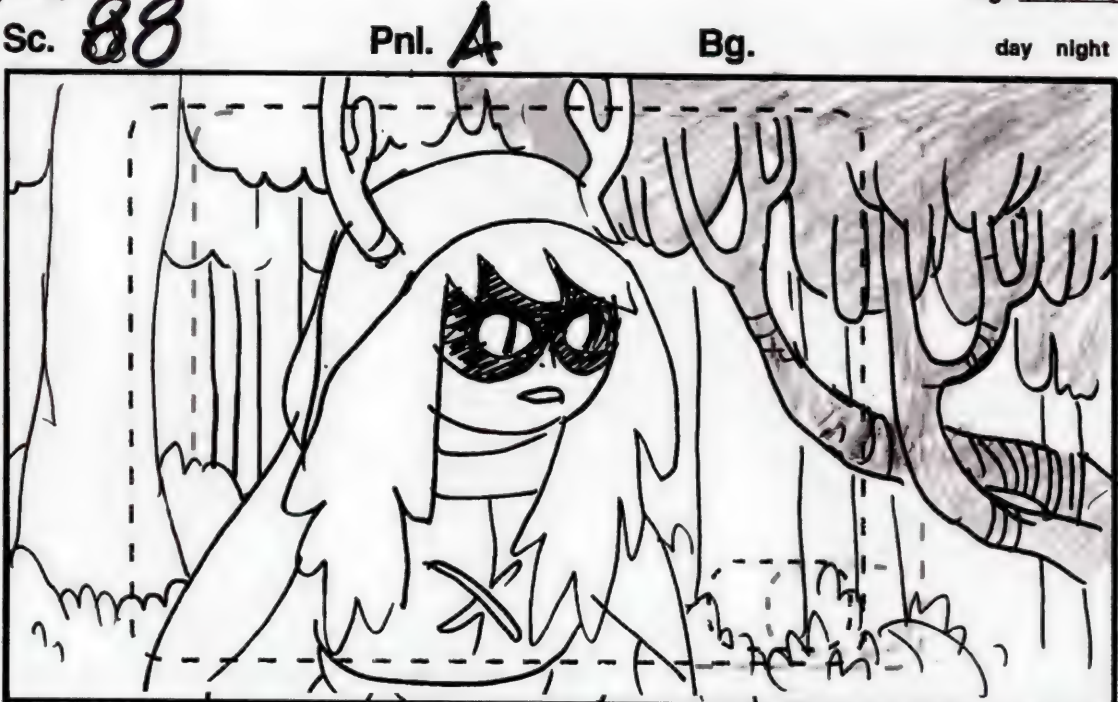
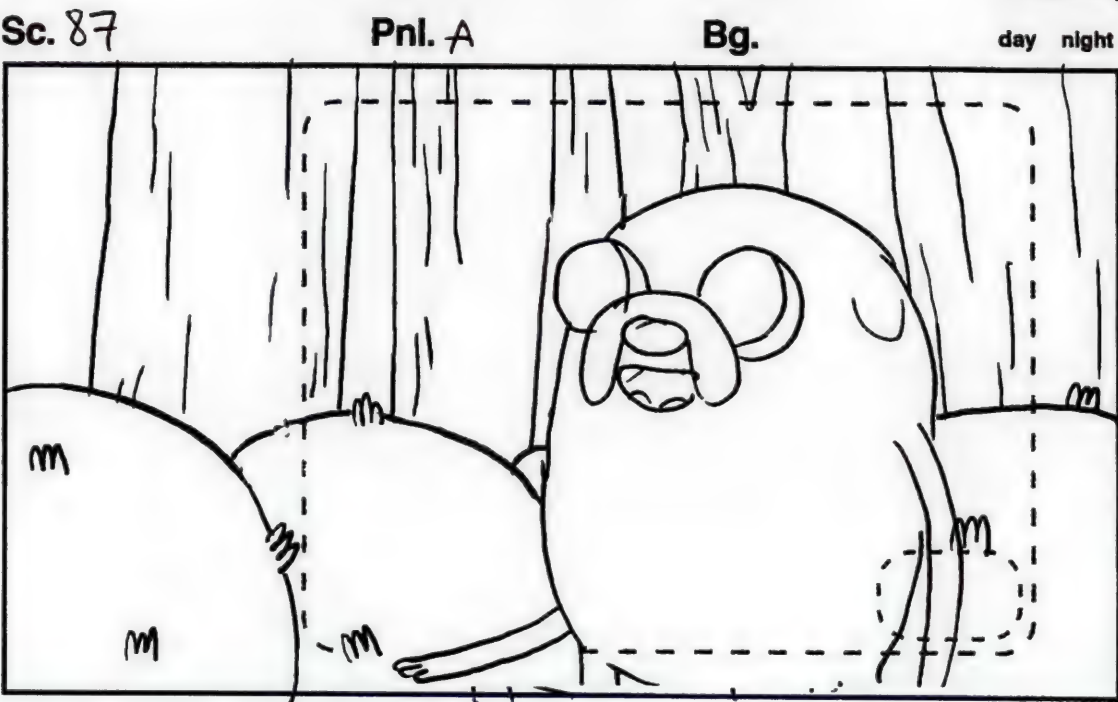
Production:

1034/231

1034/231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:

J/ I'm also here!

Action:

- HAND STILL UP, DOESN'T MOVE

Timing:

HW/ Hey, whats up. Ok it's late--



-HW ACKNOWLEDGES JAKE.



EPISODE # 1034-231

1034/231

AUG 28 2015

1034/231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 88 cont Pnl. B

Bg.

day night

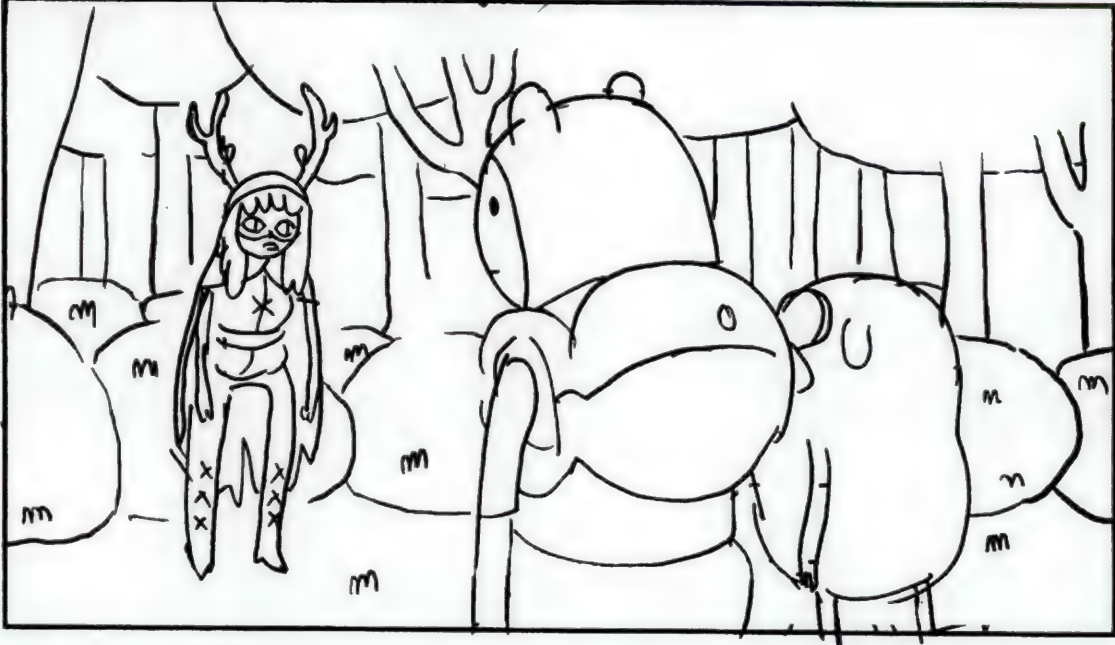


Sc. 89

Pnl. A

Bg.

day night



Dialog:

HW/ Why don't you guys crash at my place tonight.

HW:

We'll start the hunt first thing in the morning.

AI

Action:

- HW ANTICS

AI

Timing:

AUG 28 2015



1034-231

EPISODE #

1034/231

Production:

1034/231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

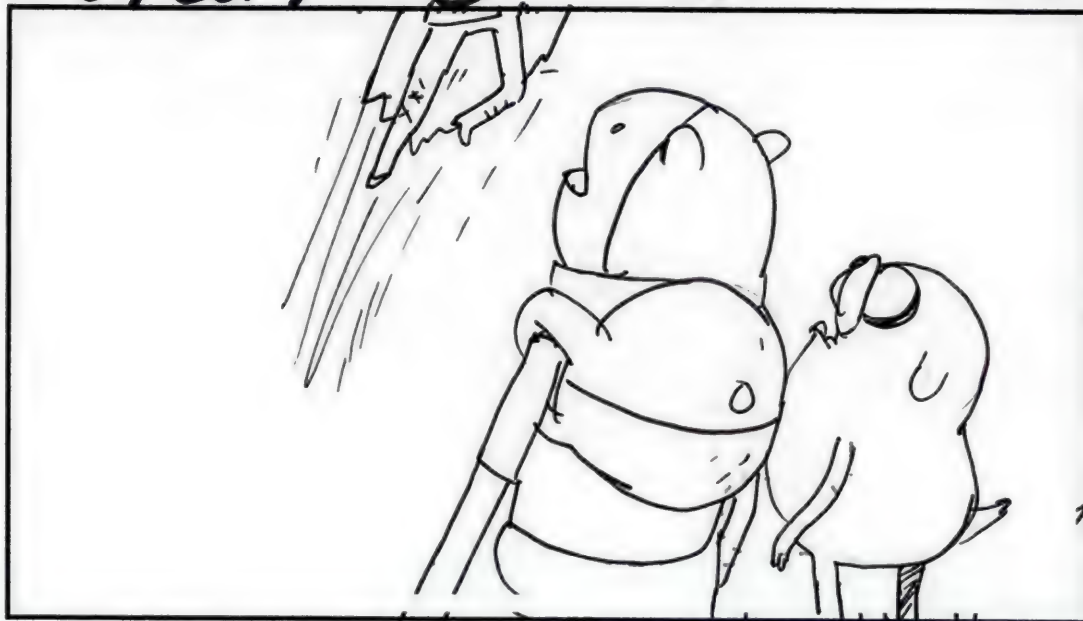


Page **104**

Sc. **89 cont** Pnl. **B**

Bg.

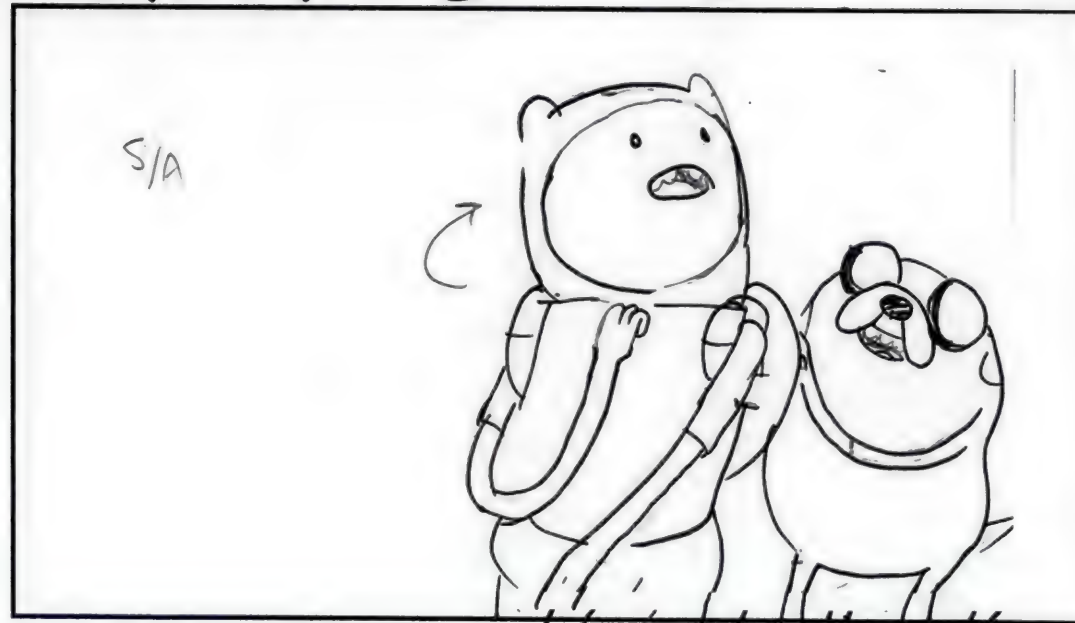
day night



Sc. **89 cont** Pnl. **C**

Bg.

day night



Dialog:

SFX: * WHOOSH *

J/Haha! I'm like your sleepover chaperone!

Action:

HW
JUMP'S OFF/S.

AUG 28 201

Timing:

EPISODE # 1034-231

1034/231

Production:

1034/231

ADVENTURE TIME

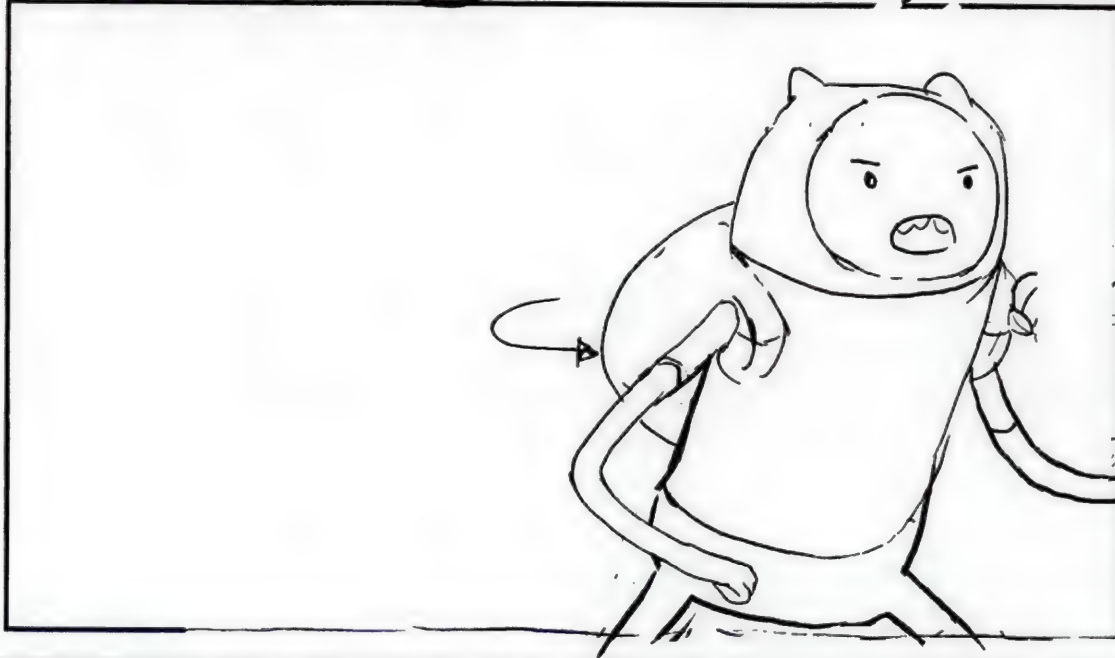


Page **105**

Sc. **89 cont** Pnl. **D**

Bg.

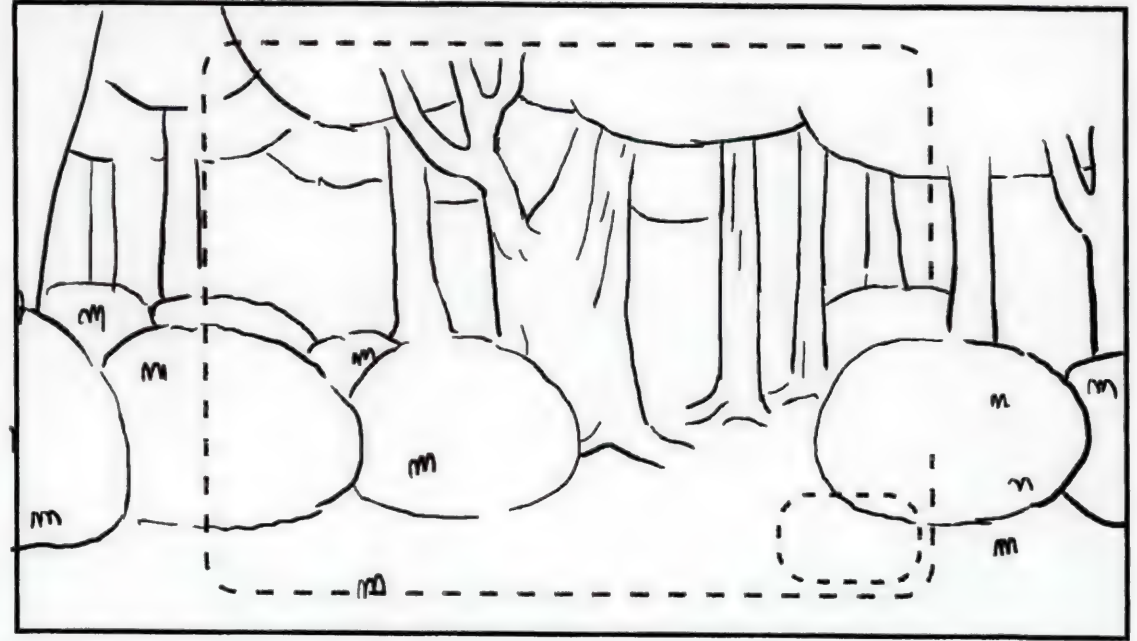
day night



Sc. **89 cont** Pnl. **E**

Bg.

day night



Dialog:

F/Grow up!

Action:

- F+J WALK OFF/S

Timing:



J/(IN DISTANCE) You grow up, ya teen!

AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

1034/231

1034/231

ADVENTURE TIME



Page **106**

Sc. 90

Pnl. A

Bg.

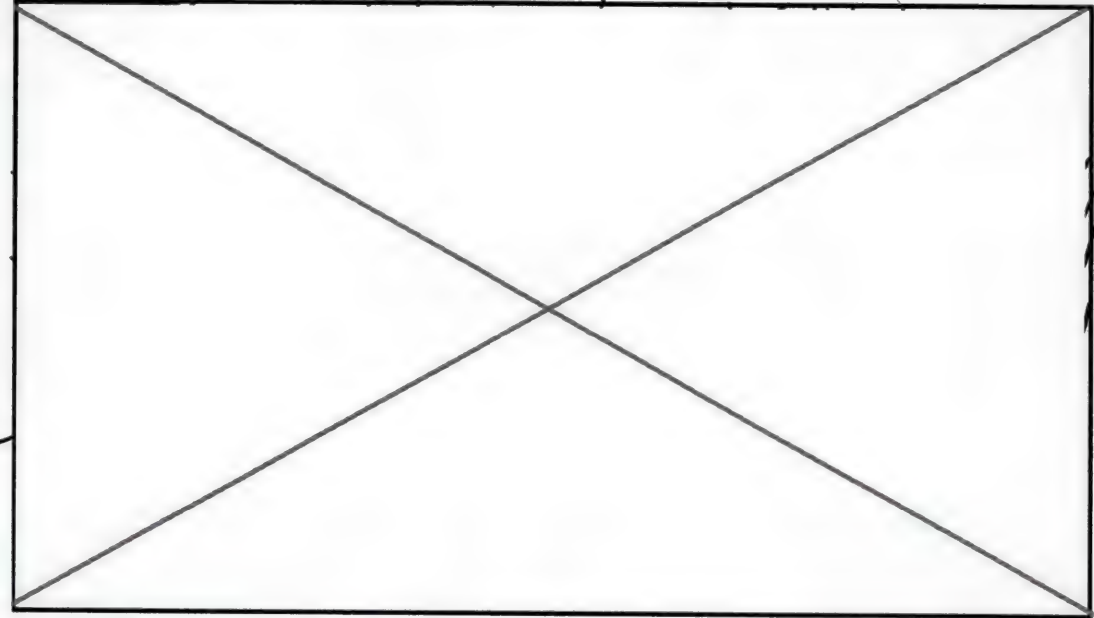
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

- F, J, + HW WALK ON/S.
- HUNTRESS WIZARD'S TREE.

Timing:

AUG 28 2015

EPISODE # 1034-231

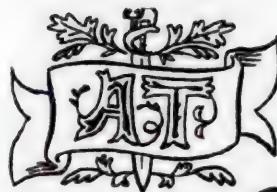
1034/231

Production:

1034/231

1034/231

ADVENTURE TIME



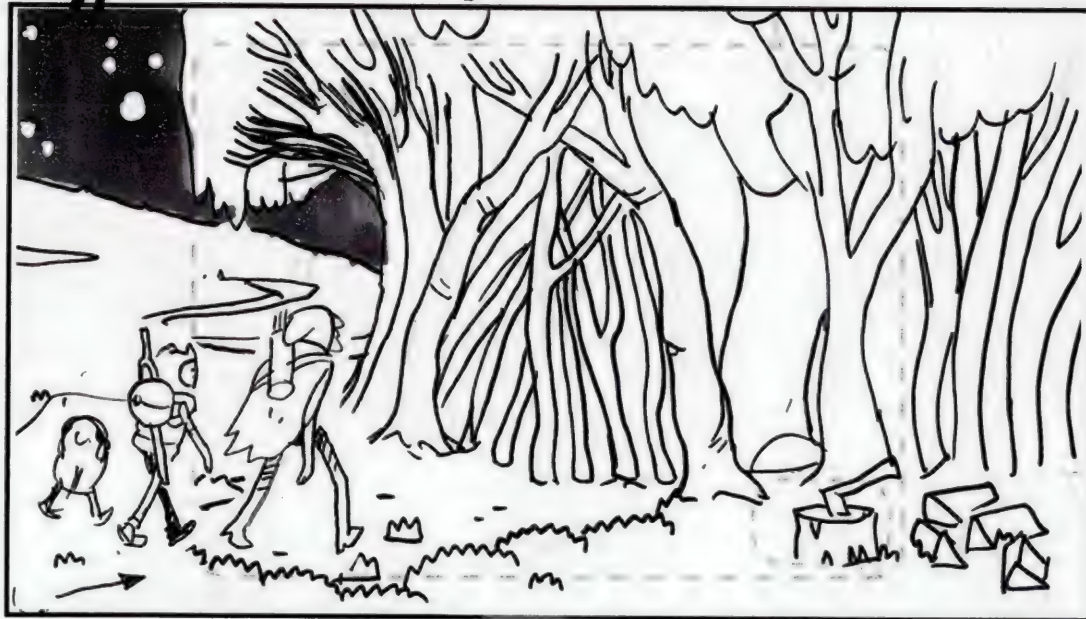
Page **107**
day night

Sc. **91**

Pnl. **A**

Bg.

day night



Sc. **91 CONT**

Pnl. **B**

Bg.

day night

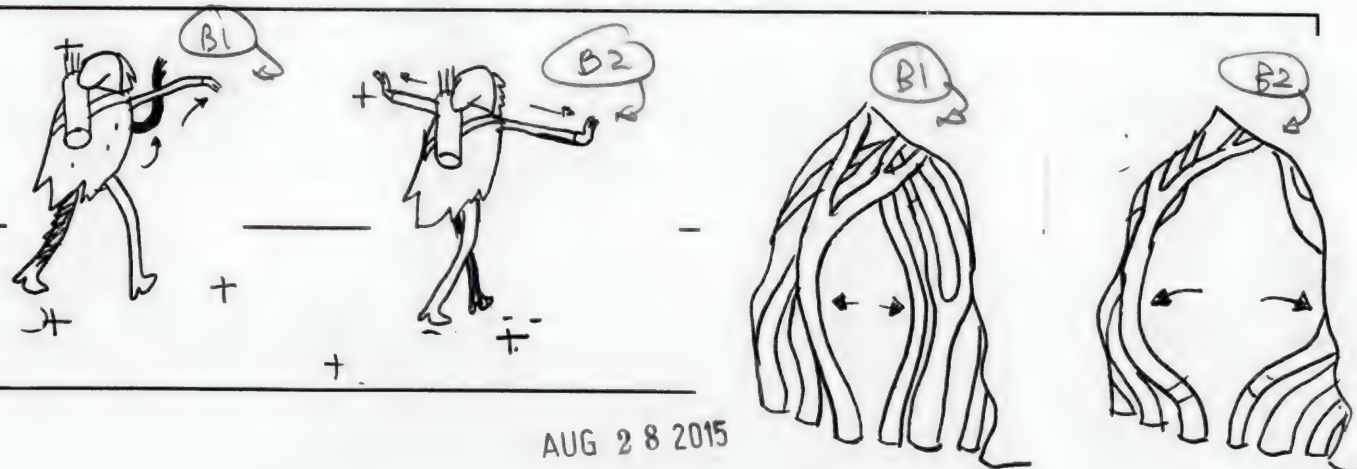


Dialog:

Action:

Timing:

- HW PARTS TREES AS SHE APPROACHES



AUG 28 2015

EPISODE # 1034-231

1034/231

Production:

1034/231

1034/231

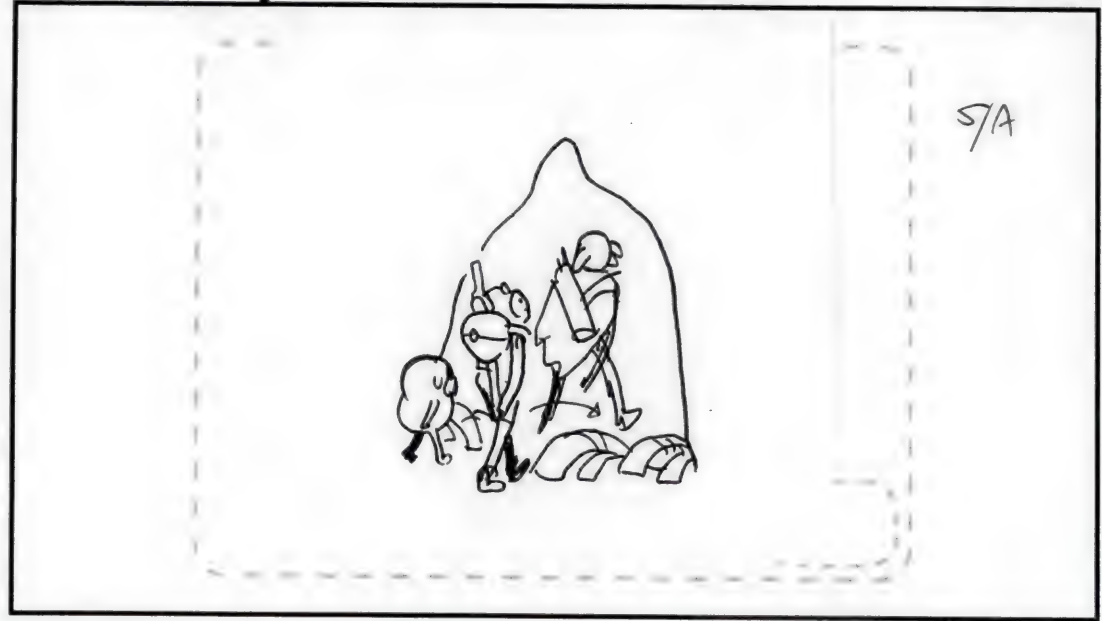
©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page **108**

Sc. 91 **CONT** Pnl. C Bg. day night



Sc. 92 Pnl. A Bg. day night



| | |
|---------|---------------------------------|
| Dialog: | HW: So yeah, here's the place.. |
| Action: | - F, J, HW ENTER HOUSE / TREE. |
| Timing: | |



AUG 28 2015

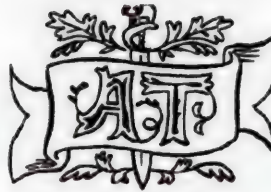
EPISODE # 1034-231

Production:

1034/231

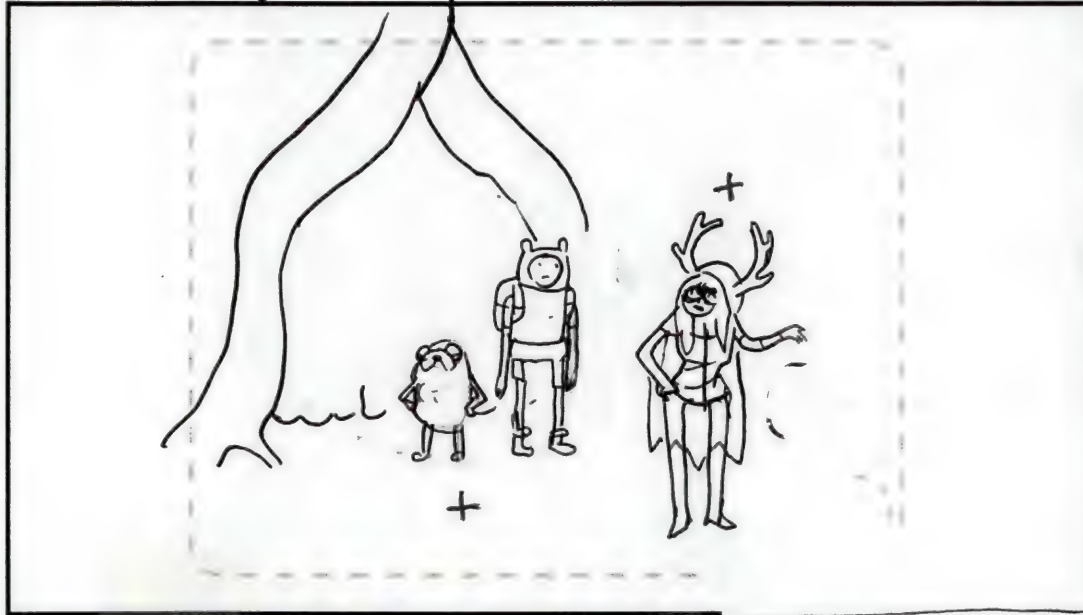
1034/231

ADVENTURE TIME



Page **109**

Sc. **92** *cont* Pnl. **B** Bg. day night



Sc. **93** Pnl. **A** Bg. day night



| | | | |
|---------|---|--|-------------------------------------|
| Dialog | <u>HW:</u> We got some nice soft dirt — | | <u>HW:</u> (OO) —right over there — |
| Action | | | |
| Timing: | | | AUG 28 2015 |

1034-231

EPISODE #

1034/231

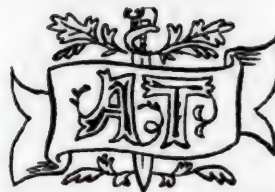
Production:

1034/231

1034-231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



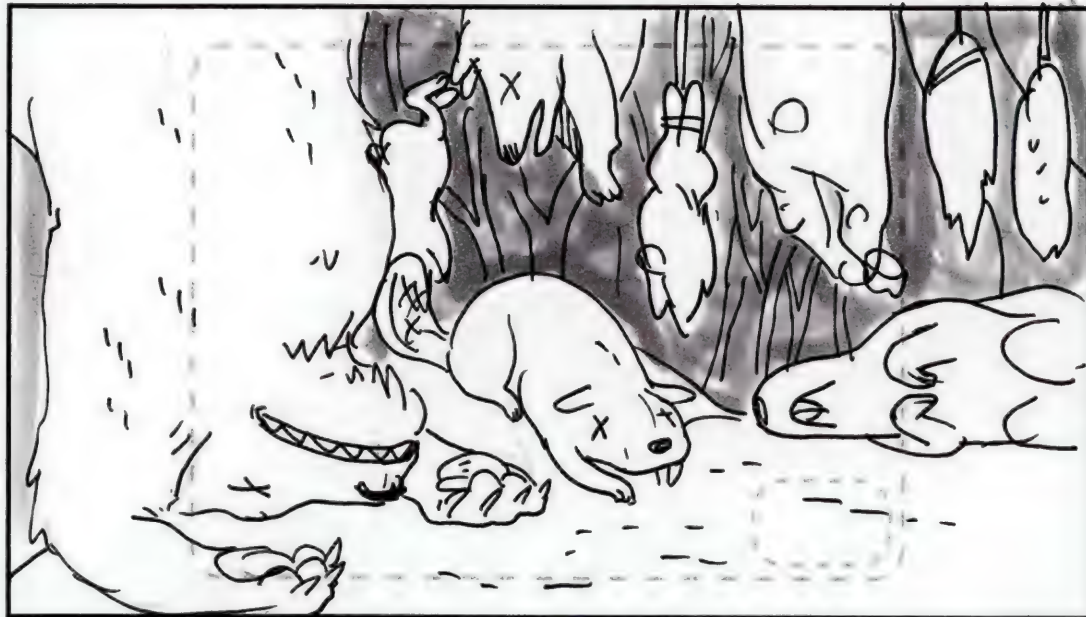
Page 110

Sc. 94

Pnl. A

Bg.

day night



Sc. 95

Pnl. A

Bg.

day night



Dialog: HW: (vo)

- pantry, in case you want a snack -

HW: bathroom -

SFX: STREAM

Action:

Timing:

- WATER RIPPLES ON (A) (B) CYCLE AUG 28 201

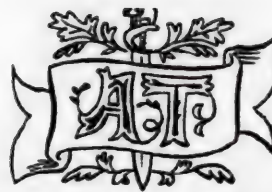
EPISODE # 1034-231

Production

1034'231

1034/231

ADVENTURE TIME



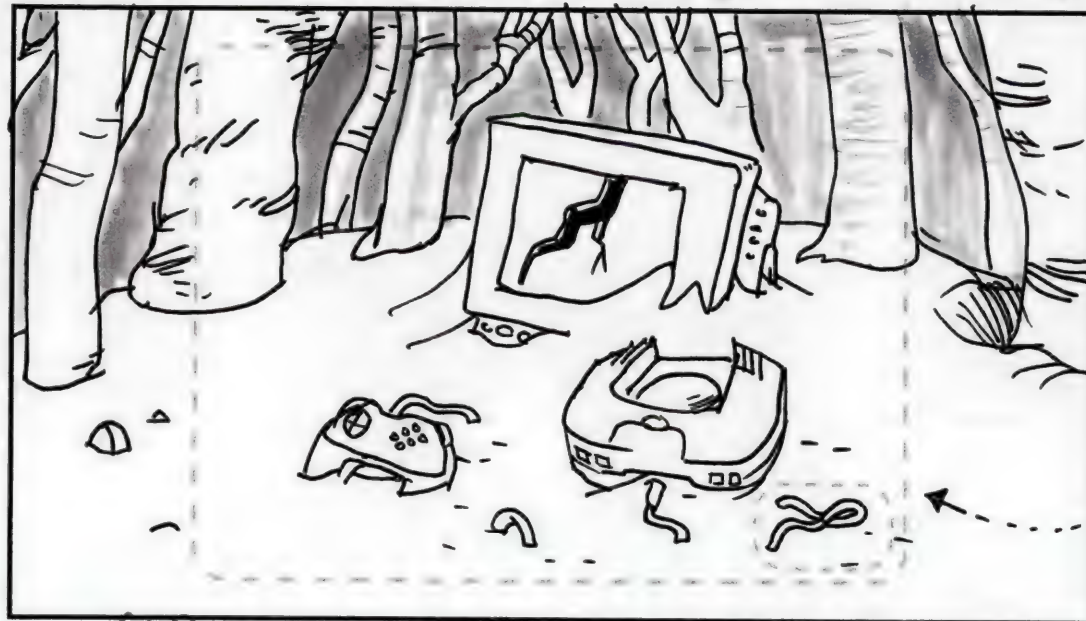
Page 111

Sc. 96

Pnl. A

Bg.

day night



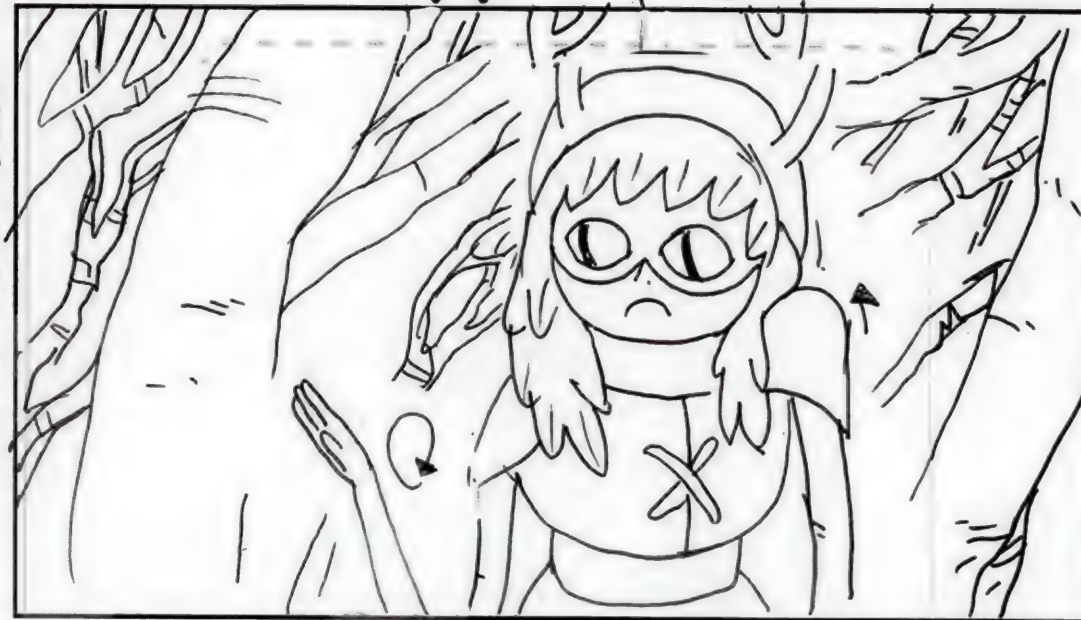
1993 ATARI JAGUAR

Sc. 97

Pnl. A

Bg.

day night



Dialog:

HW - and I got a console if you get bored.

HW: -it was a gift.. I haven't really set it up yet.

Action:

-BROKEN TV AND UNPLUGGED CONSOLE

Timing:

AUG 28 2015



EPISODE # 1034-231

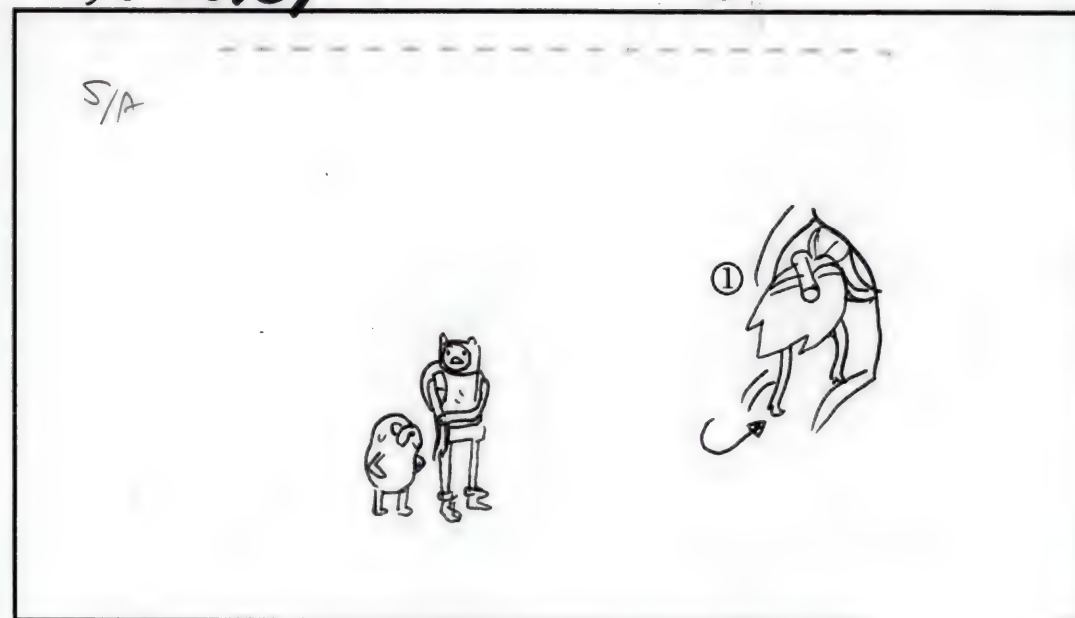
PRODUCTION:

1034/231

1034/231

Page 112

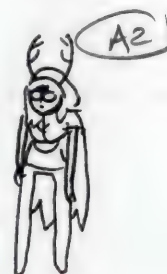
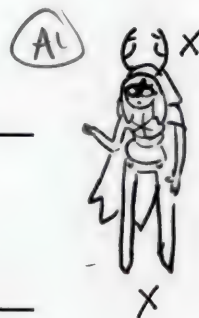
day night



HW: Night, boys!

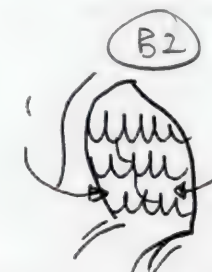
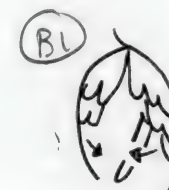
Action:

Timing:



- HW TURNS AND WALKS THROUGH CURTAIN.

AUG 28 2015



EPISODE # 1034-231

1034/231

Production:

1034/231

ADVENTURE TIME



Page **113**

Sc. **99**

Pnl. **A**

Bg.

day night



Sc. **99** *cont*

Pnl. **B**

Bg.

day night



Dialog:

Action:

8p - HW'S BEDROOM - a smaller tree-dome.

-HW WALKS ON/S

AUG 28 2011

Timing:

1034-231

EPISODE #

1034/231

Production:

1034/231

ADVENTURE TIME



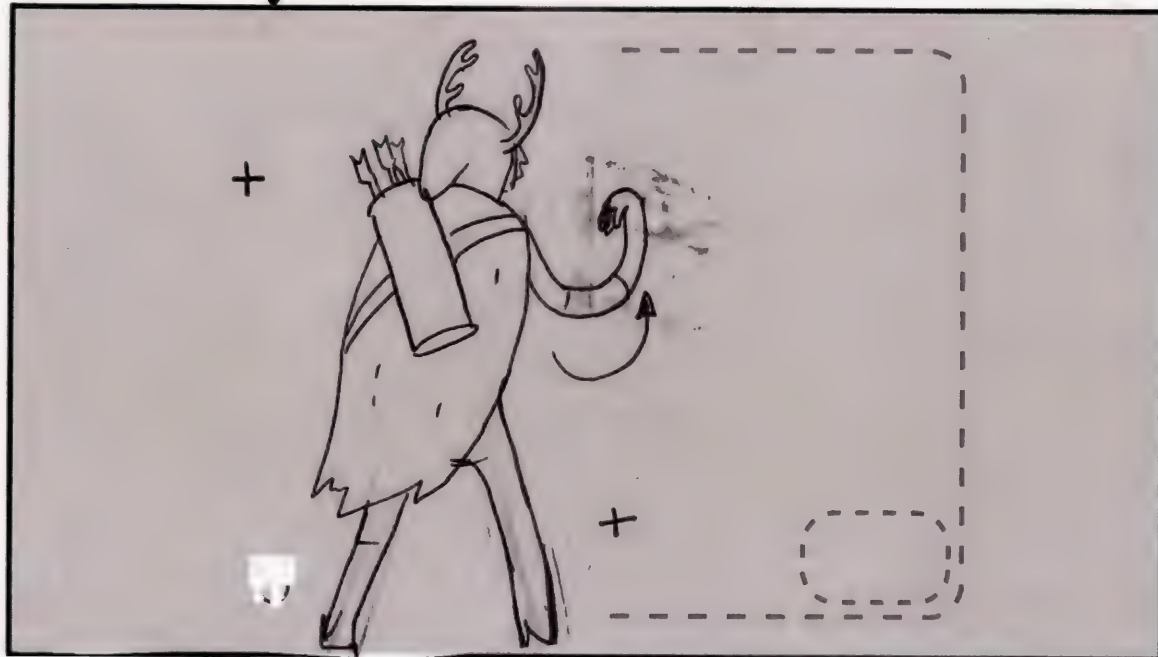
Page **114**

Sc. 99 **CONT**

Pnl. C

Bg.

day night

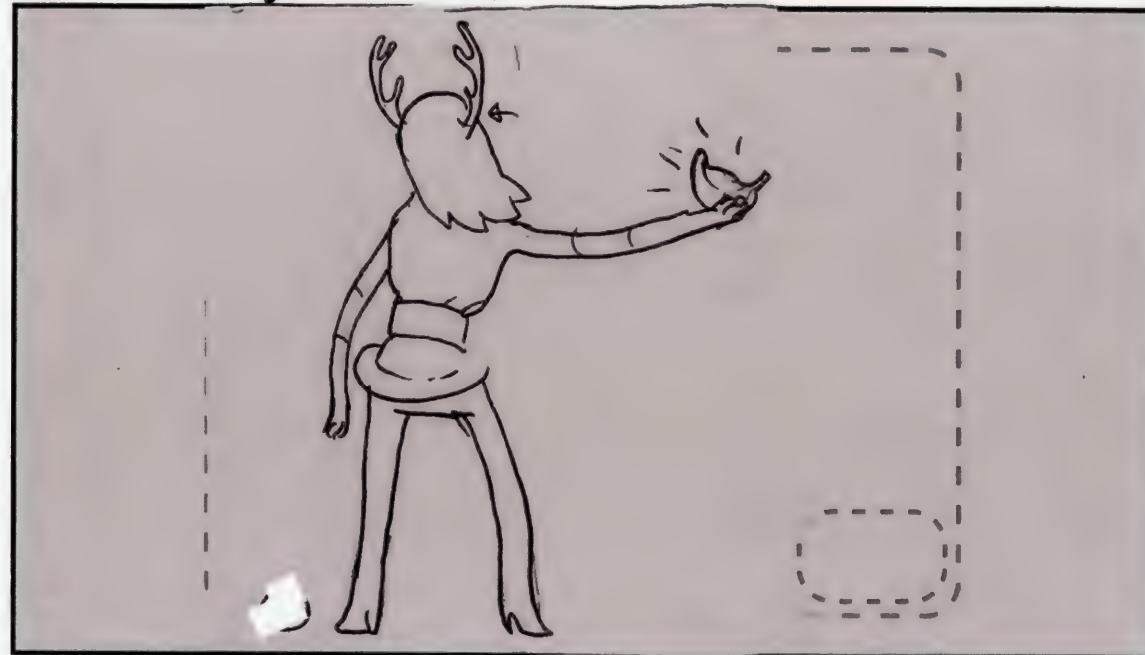


Sc. 99 **CONT**

Pnl. D

Bg.

day night



Dialog:

Action:

PULLS OFF CAPE + QUIVER, TURNS IT INTO LEAF

Timing:



SFX:

* SHYUU *

AUG 28 2015

1034-231

EPISODE #

1034/231

Production:

1034/231

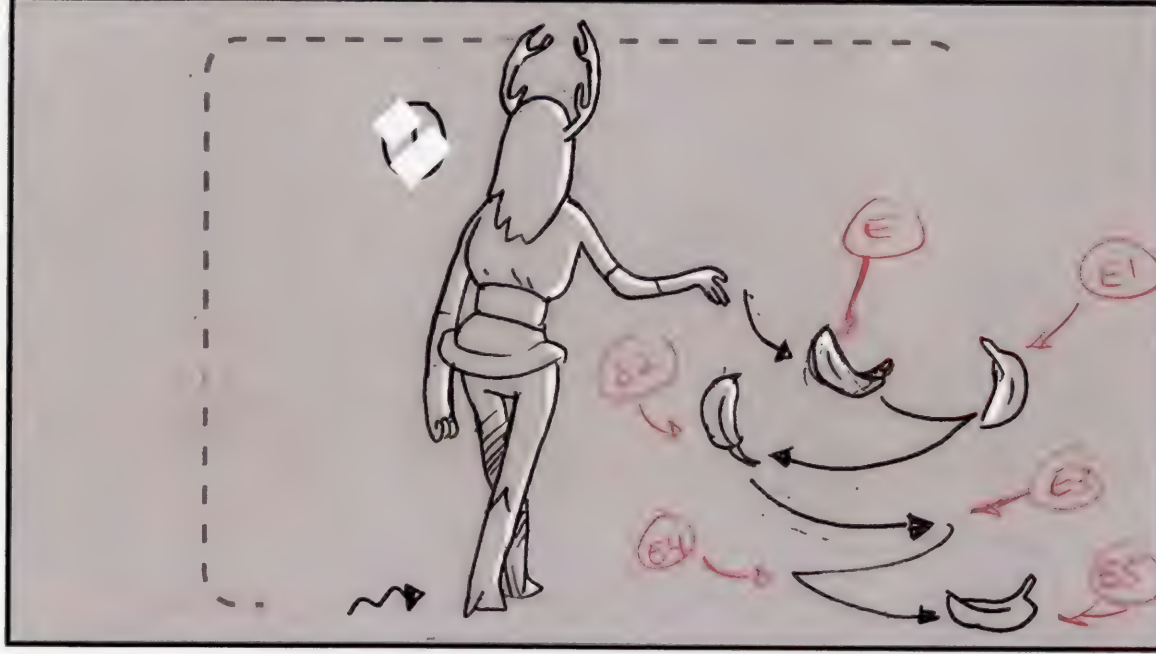
©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

1034/231

ADVENTURE TIME



Sc. 99 **CONT** Pnl. **E** Bg. day night



Sc. 99 **CONT** Pnl. **F** Bg. day night



Dialog:

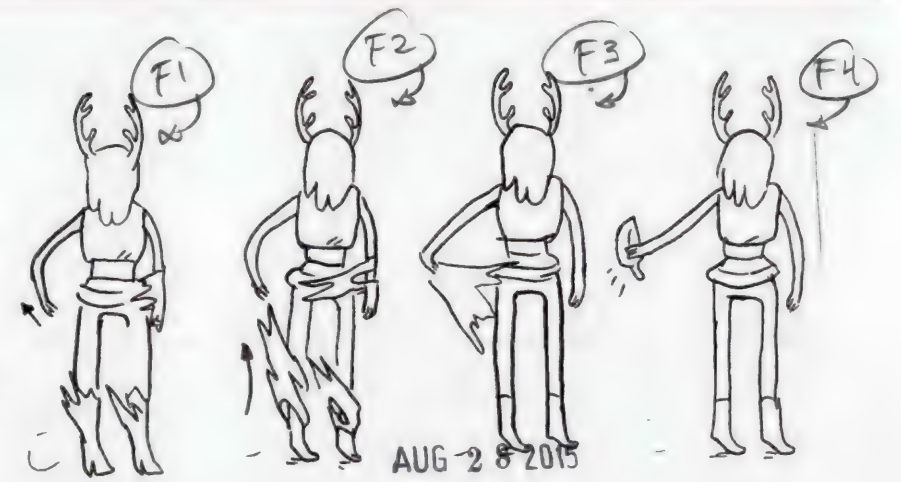
Action:
DROPS LEAF - LEAF
FLUTTERS TO THE
GROUND

Timing:
- RIM ANIMATES
ON AS HW APPROACHES
WINDOW



+

- HW PULLS OFF BOOTS
AND GLOVES WITH
OTHER HAND - TURNS
THEM INTO A LEAF.



1034/231

1034-231

EPISODE #

1034/231

ADVENTURE TIME

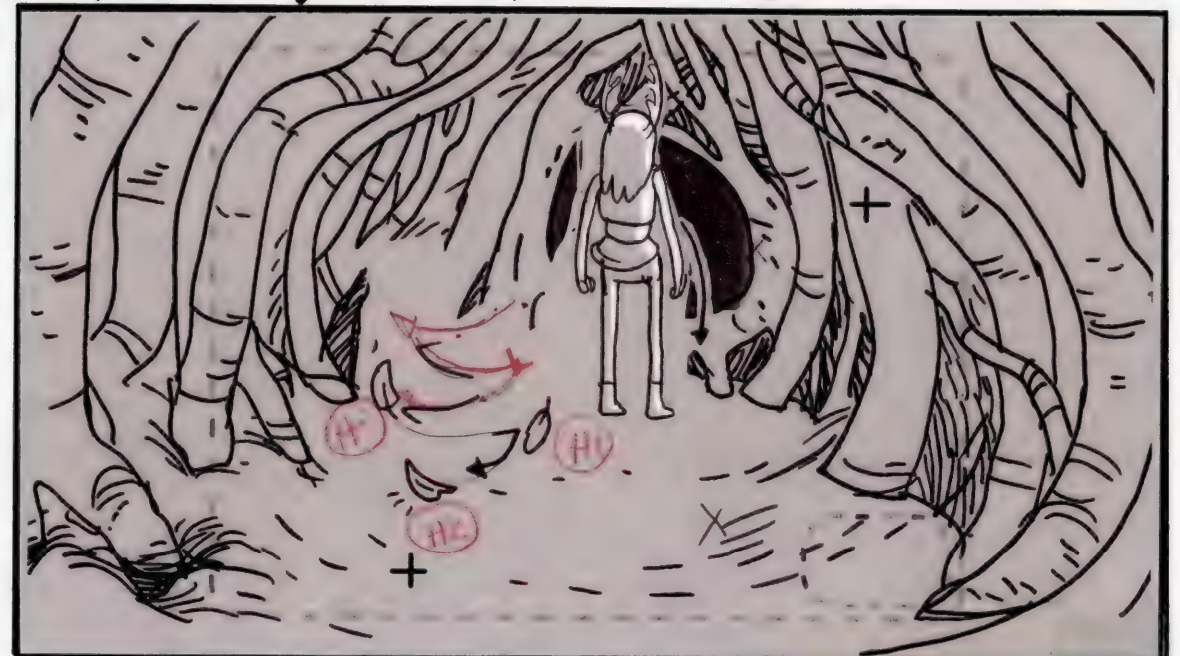


Page 116

Sc. 99 *cont* Pnl. 6 Bg. day night



Sc. 99 *cont* Pnl. 11 Bg. day night



Dialog:

Action:

DROPS LEAF, IT LANDS ON DIRT

- HW STARES OUT WINDOW

AUG 28 2014

Timing:

EPISODE # 1034-231

1034/231

Production:

1034/231

ADVENTURE TIME



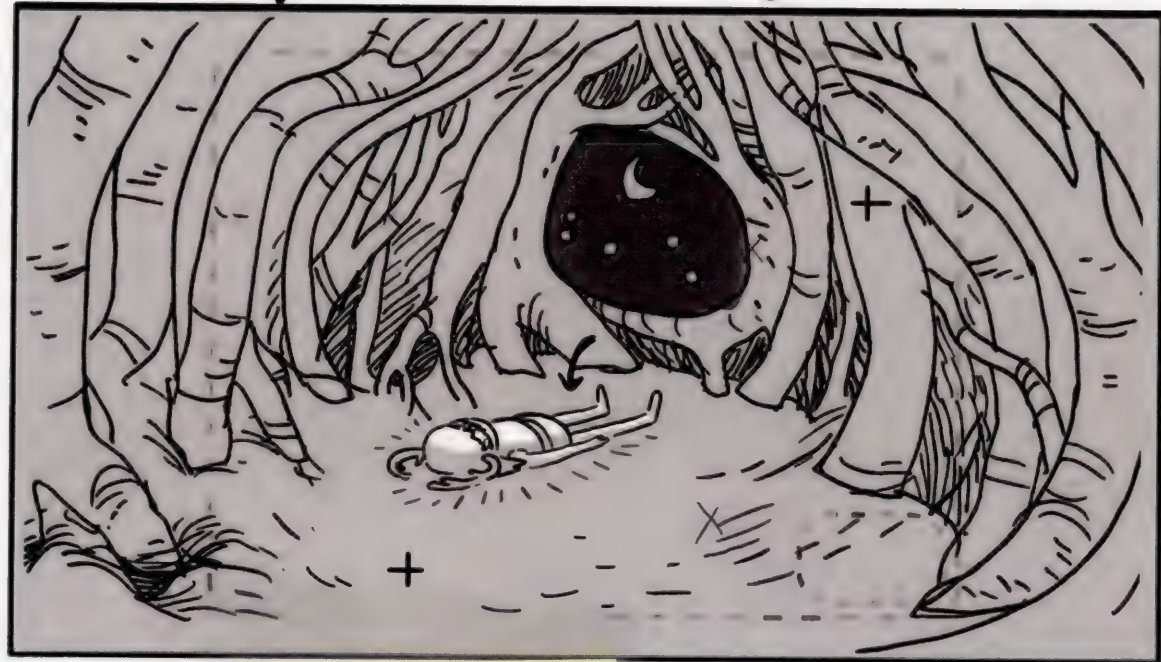
Page 117

Sc. 99 *cont*

Pnl. I

Bg.

day night



Sc. 100

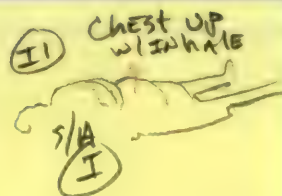
Pnl. A

Bg.

day night



Dialog:



SFX: snoring

J/ Dude - I think I figured it out.

Action:

FALLS OVER, IMMEDIATELY BEGINS SNORING

-F+J LIE IN SLEEPING BAG.

AUG 28 2015

Timing:

1034-231

EPISODE #

1034/231

Production:

1034/231

ADVENTURE TIME



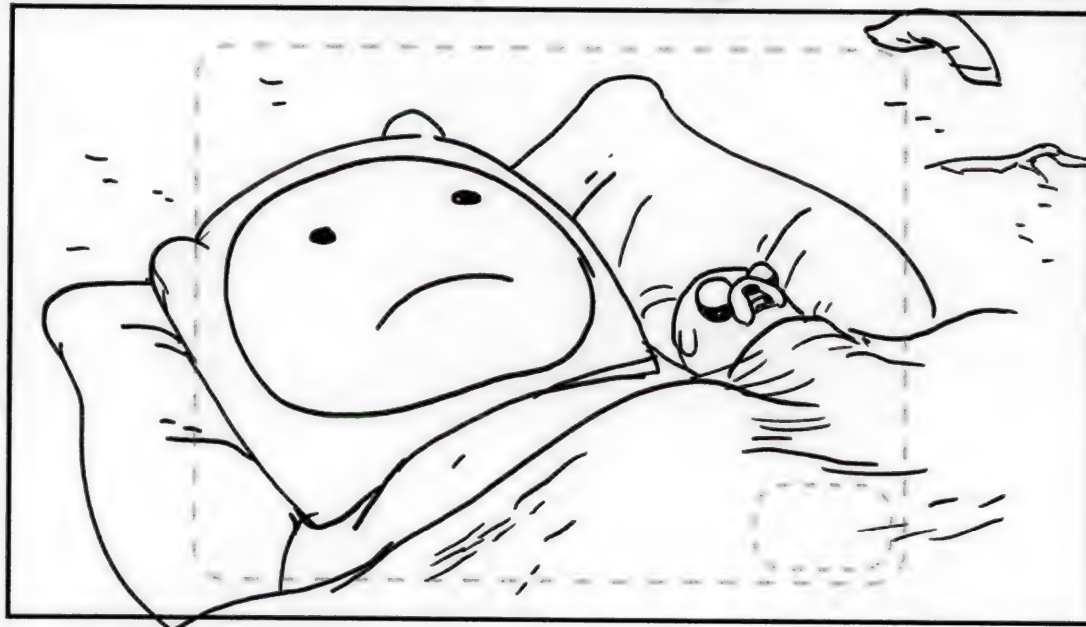
Page 118

Sc. 101

Pnl. A

Bg.

day night



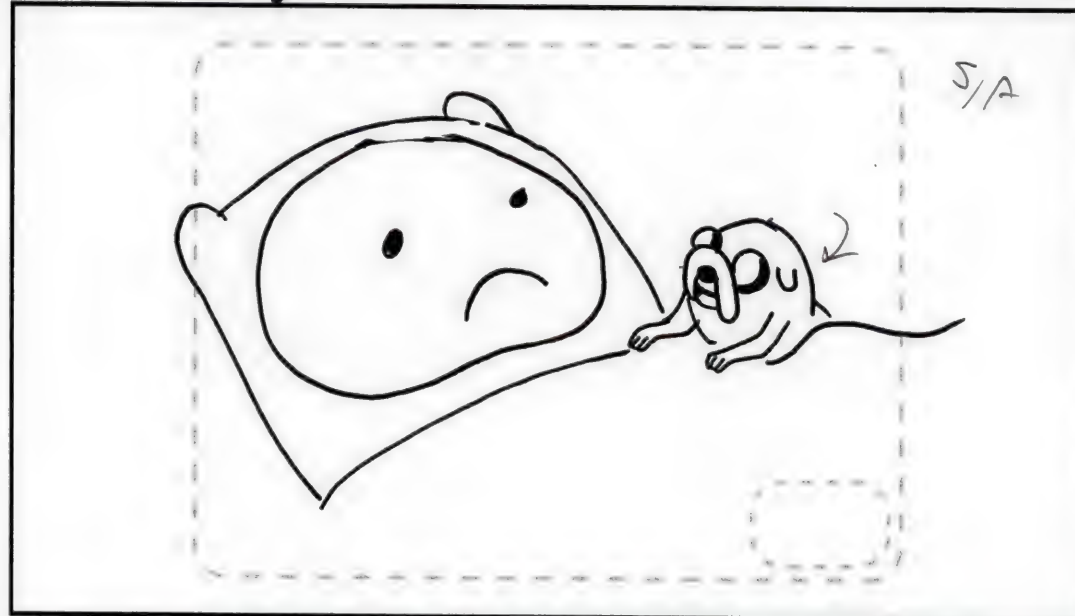
Sc. 101

cont

Pnl. B

Bg.

day night



Dialog:

J/ You can't summon the spirit of the forest

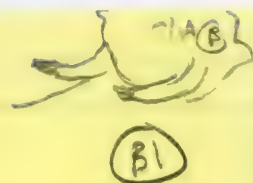
Action:

-J. IS SHRUNKEN DOWN.

cause you ain't playing that flute for him!

Timing:

AUG 28 2015



EPISODE # 1034-231

Production:

1034/231

1034/231

1034/231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

1034/231

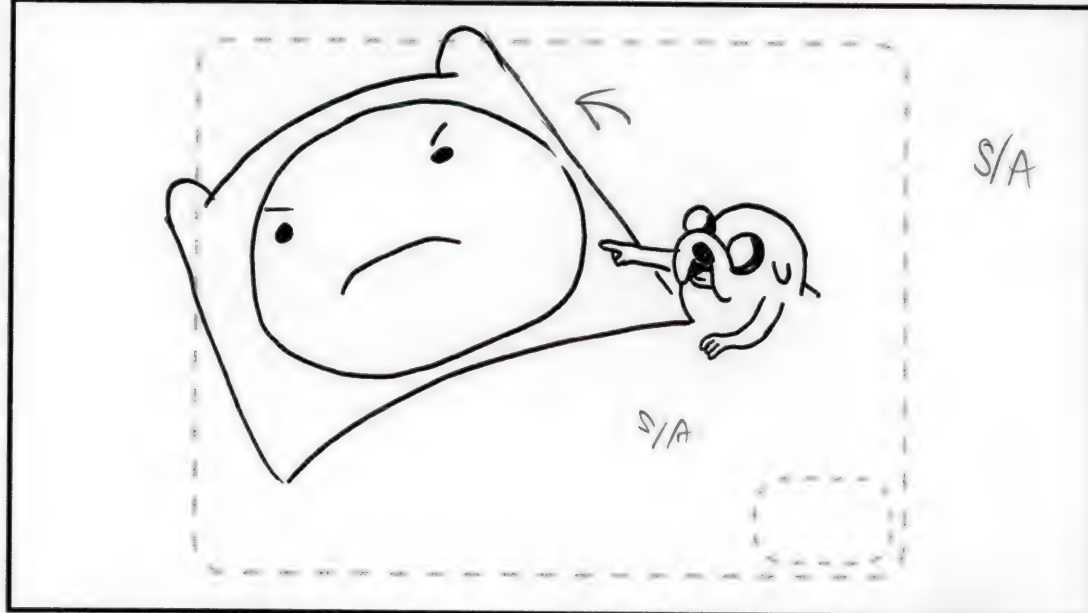
ADVENTURE TIME



Sc. 101 **cont** Pnl. C

Bg.

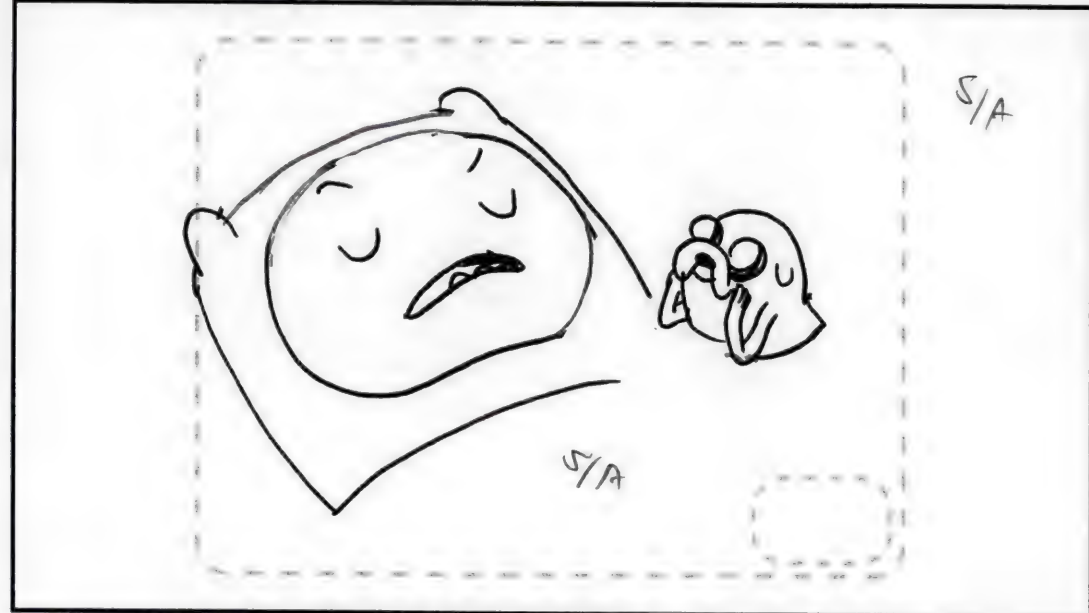
day night



Sc. 101 **cont** Pnl. D

Bg.

day night



| | | | |
|--|--|-----------------------|--|
| Dialog: J/ You got a crush on HW | | F/ Hw's just training | |
| Action: - F. TURNS AWAY | | | |
| Timing: | | AUG 28 2015 | |

EPISODE # 1034-231

Production:

1034/231

1034/231

ADVENTURE TIME



Page 120
day night

Sc. 101 *cont*

Pnl. E

Bg.

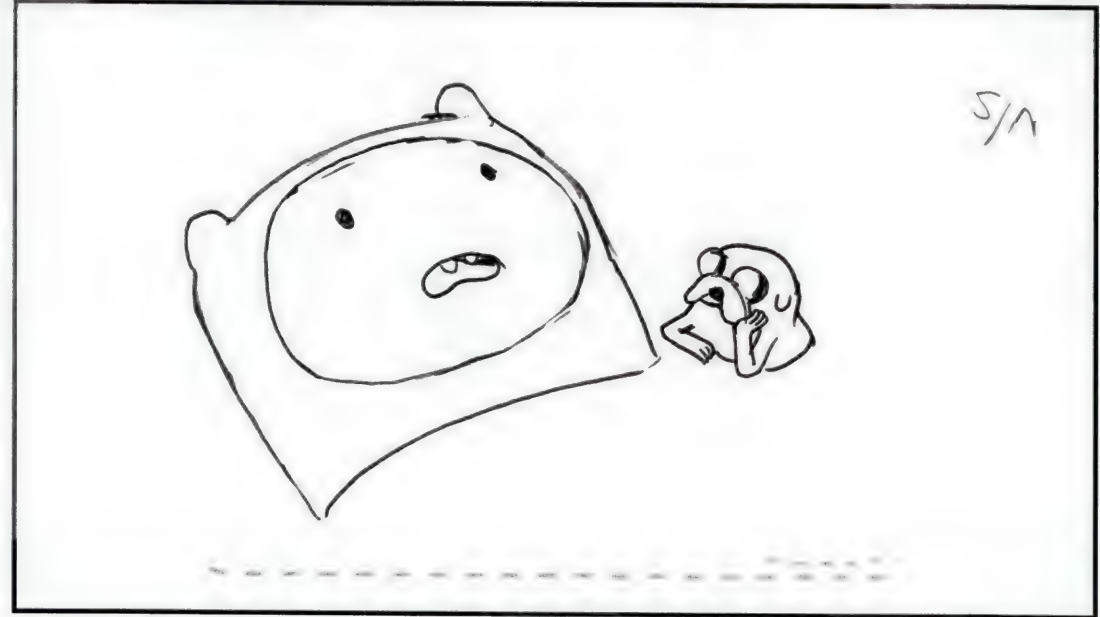
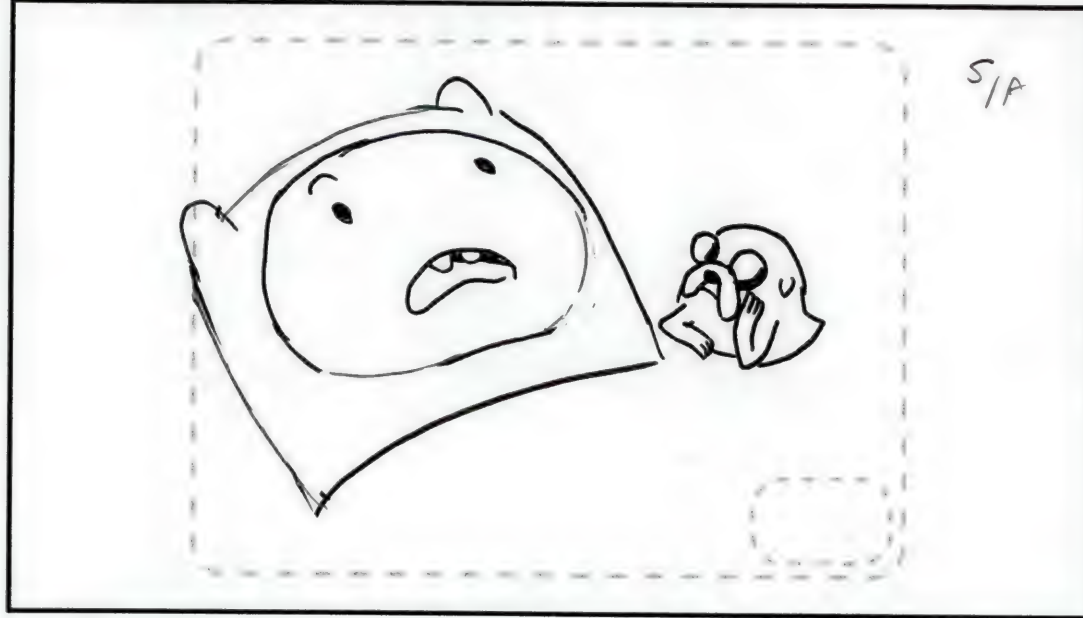
day night

Sc. 101 *cont*

Pnl. F

Bg.

day night



Dialog:

F/ me to live an ascetic
life, like her!

F: We don't have feelings for each other.

Action:

Timing:

AUG 28 2015

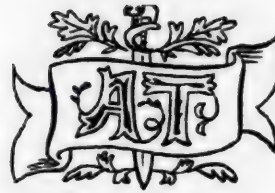
EPISODE # 1034-231

Production:

1034/231

1034/231

ADVENTURE TIME



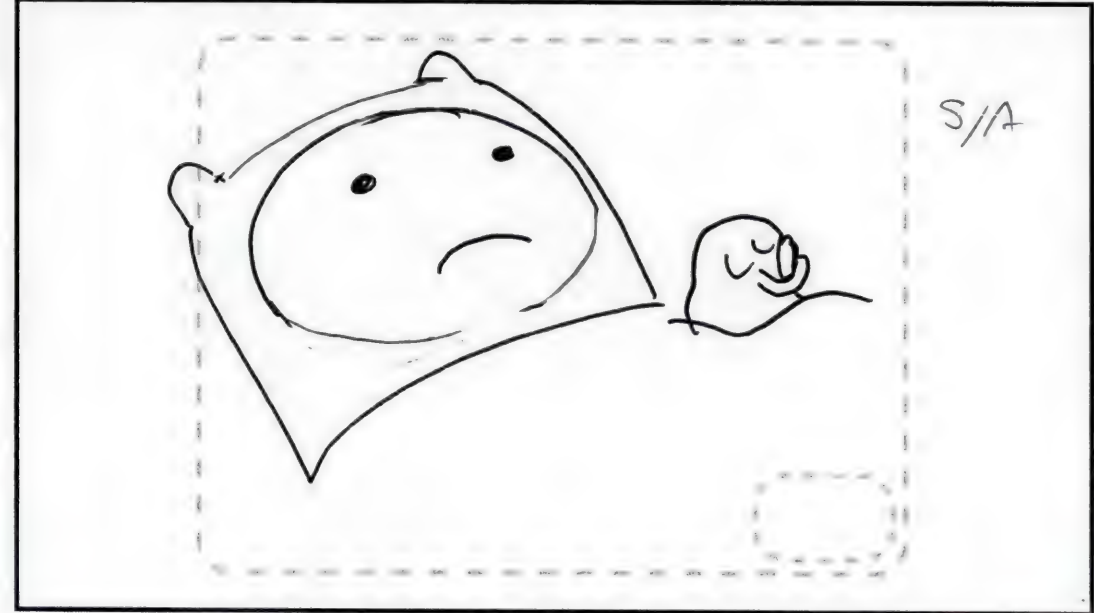
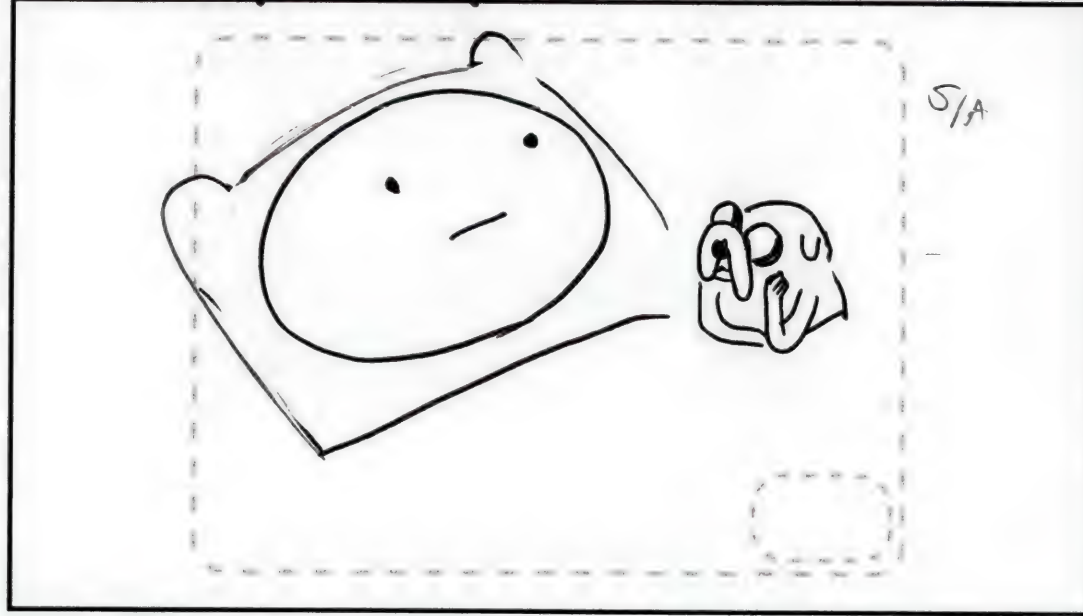
Page 121
day night

Sc. 101 *cont* Pnl. *G* Bg.

day night

Sc. 101 *cont* Pnl. *H* Bg.

day night



Dialog:
J/ Mmmkay, I buy that for like
zero seconds

Action:

Timing:



AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

1034/231

1034/231

ADVENTURE TIME

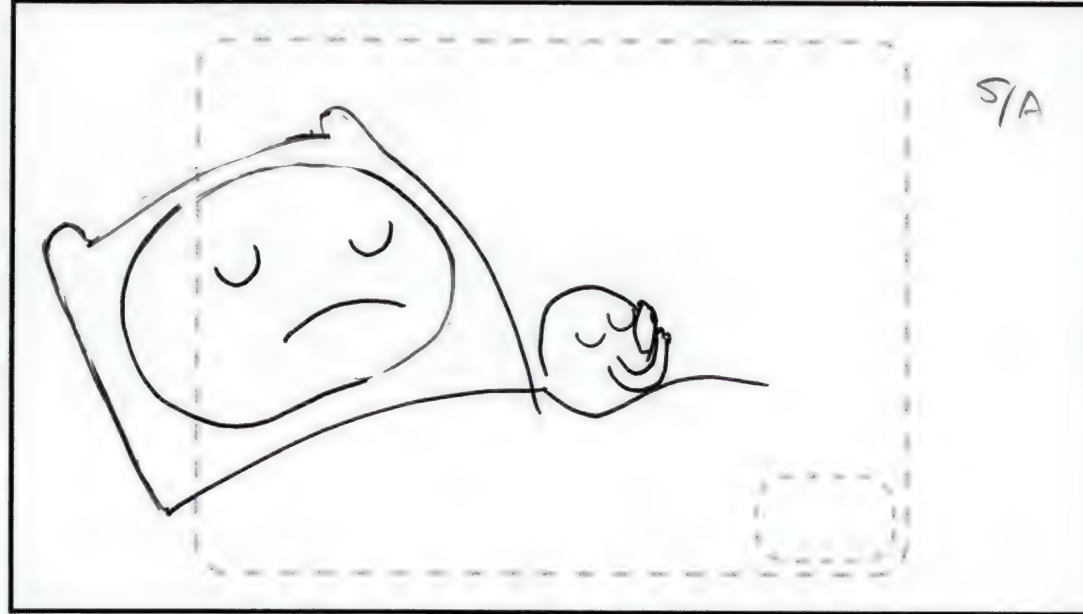


Page 122
day night

Sc. 101 *cont* Pnl. I

Bg.

day night

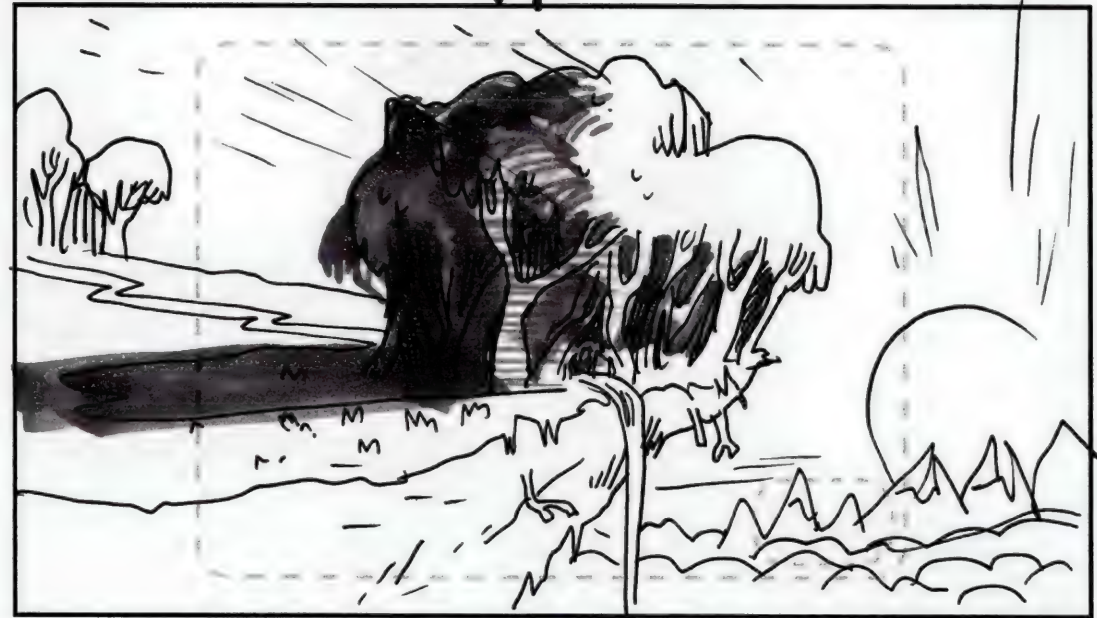


Sc. 102

Pnl. A

Bg.

day night



Dialog:

*FADE
OUT*

Black Fr

Jfx: BIRDANG

*FADE
IN*

Action:

-FADE TO BLACK.

MORNING.

AUG 28 2011

Timing:

EPISODE # 1034-231

Production:

1034/231

1034/231

1034/231

©2015 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 123

Sc. 103

Pnl. A

Bg.

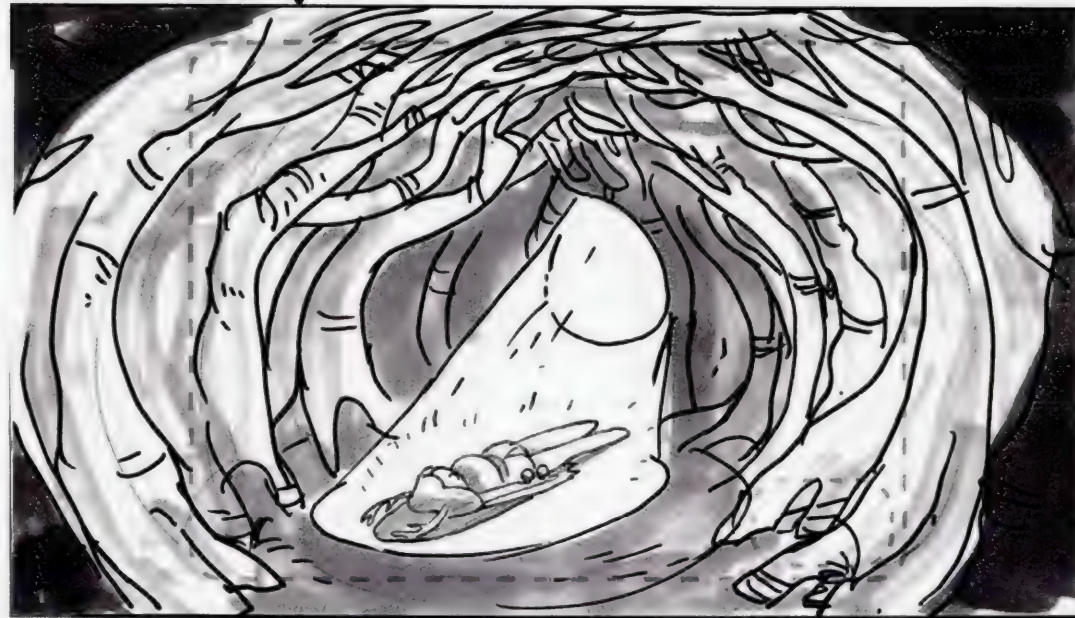
day night



Sc. 103 *cont* Pnl. B

Bg.

day night



Dialog:

SFX: HOLLOW
WOODEN
HIT

Action:

- SUNLIGHT STREAMING INTO ROOM ON LOG

LOG TURNS INTO HW

Timing:

AUG 28 2015

1034-231

EPISODE #

1034/231

Production:

1034/231

ADVENTURE TIME

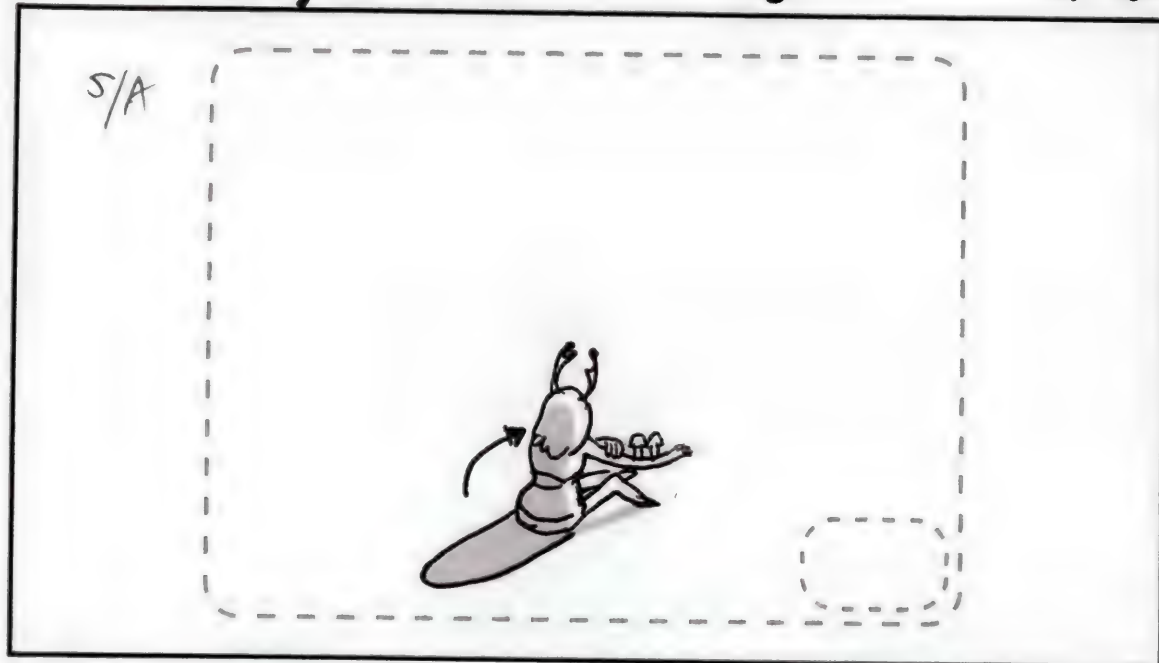


Page 124
day night

Sc. 103 *CONT* Pnl. C

Bg.

day night



Sc. 104

Pnl. A

Bg.

day night



Dialog:

Action:

SITS UP BRUSHES MUSHROOMS OFF ARM

- OUTSIDE, NEAR A SPRING

AUG 28 2010

Timing:



1034/231

1034-231

EPISODE #
1034/231

Production:

ADVENTURE TIME



Page 125

Sc. 104 *cont* Pnl. B

Bg.

day night



Sc. 104 *cont* Pnl. C

Bg.

day night



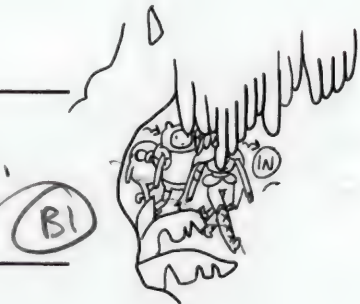
Dialog:

HW / Before we hunt the Thunderboar-

HW: - you should drink from this enchanted

Action:

F, J + HW WALK ON/S.



Timing:

AUG 28 2015

1034-231

EPISODE #
1034/231

Production:

1034/231

ADVENTURE TIME



Page 126
day night

Sc. 104 CONT Pnl. D

Bg.

day night

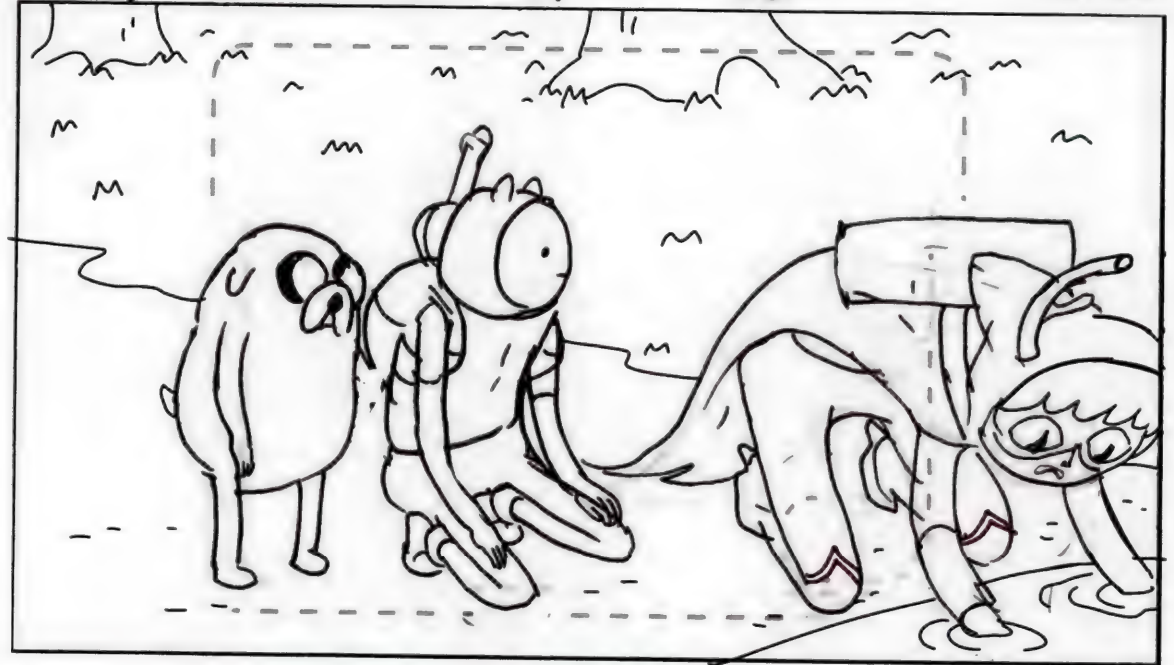


Sc. 105

Pnl. A

Bg.

day night



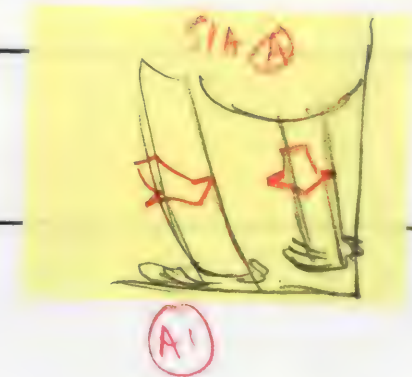
Dialog: HW: spring.

Action: -HW + F KNEEL DOWN BY SPRING

Timing:

HW: FAIR WARNING. IT MIGHT
GIVE YOU --

AUG 28 2015



4-231

EPISODE #
1034/231

Production:

1034/231

ADVENTURE TIME



Page 127
day night

Sc. 105 *cont* Pnl. B

Bg.

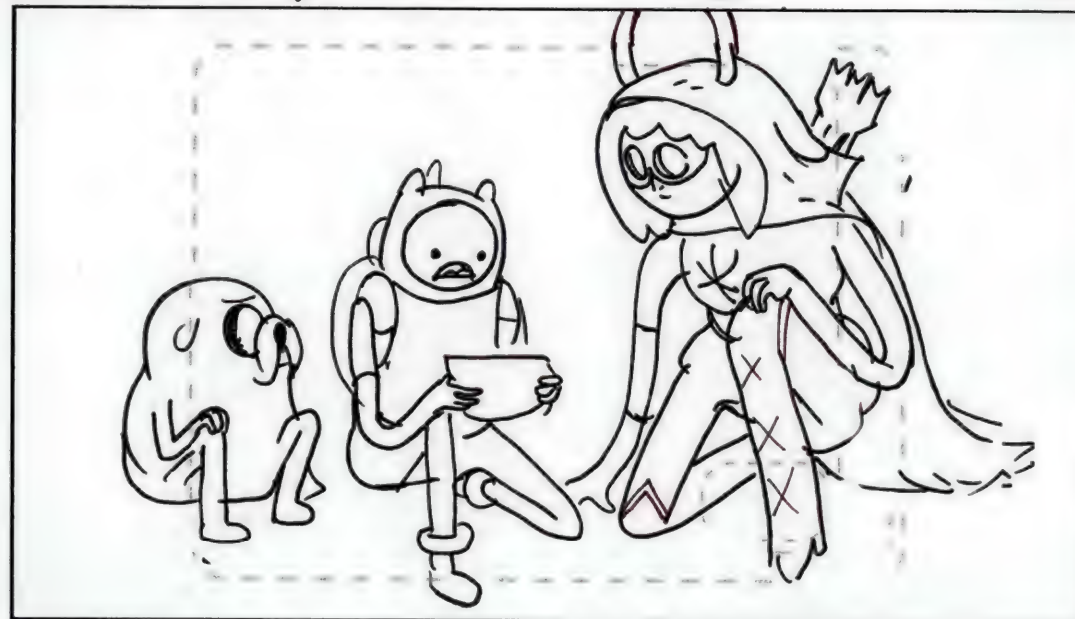
day night



Sc. 105 *cont* Pnl. C

Bg.

day night



1034-231

EPISODE #

1034/231

Production:

Dialog: HW 'crazy dreams...

- but when you wake up, you'll be immune to the boar's electrical attacks.

F/ Let's roll those dice!

Action:

- HW HANDS BOWL OF SPRINGWATER TO FINN
- J. CROUCHES.

Timing:

AUG 28 2015

1034/231

ADVENTURE TIME

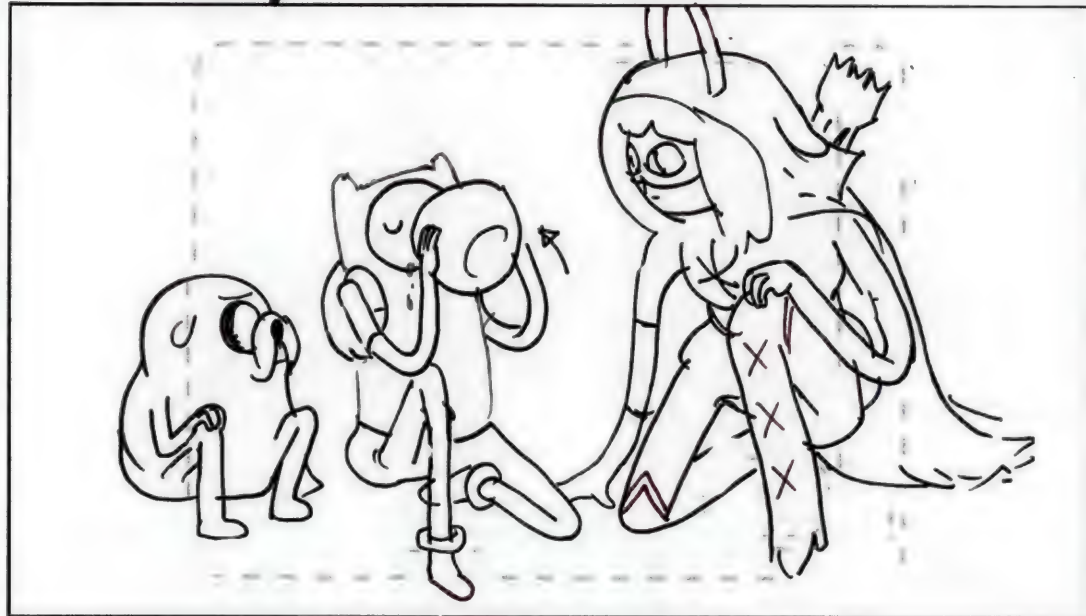


Page **128**

Sc. 105 **cont** Pnl. D

Bg.

day night

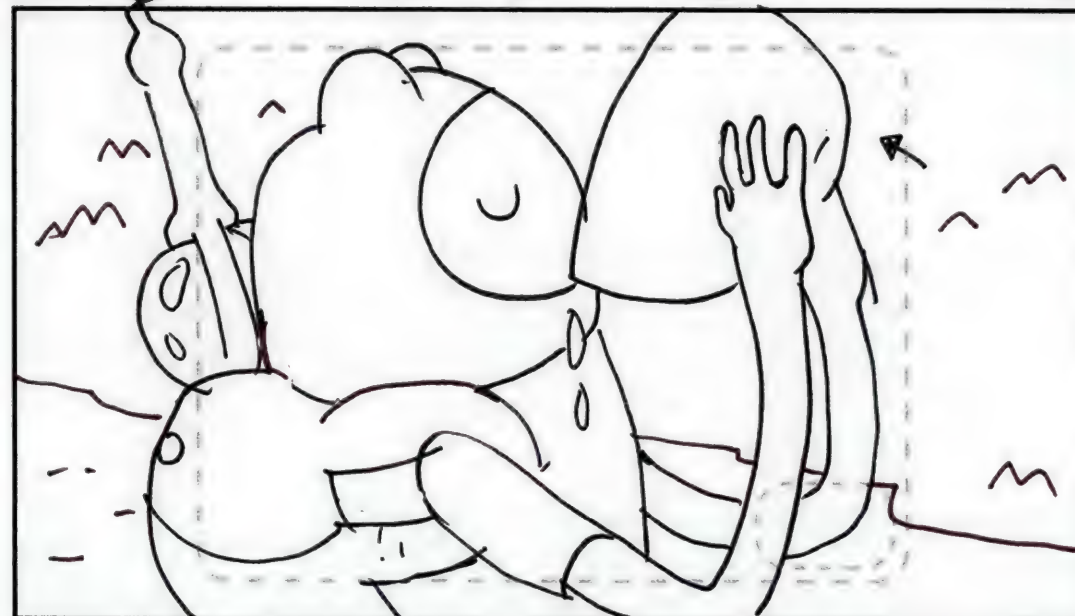


Sc. 106

Pnl. A

Bg.

day night



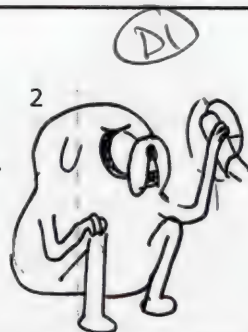
Dialog:

J/Hey dude-
F/*GULPING*

J: (0/s)
-are you sure you wanna do that?
F/*GULPING*

Action:

-F DRINKS SPRING WATER.



Timing:

AUG 28 2015

1034-231

EPISODE #

Production:

1034/231

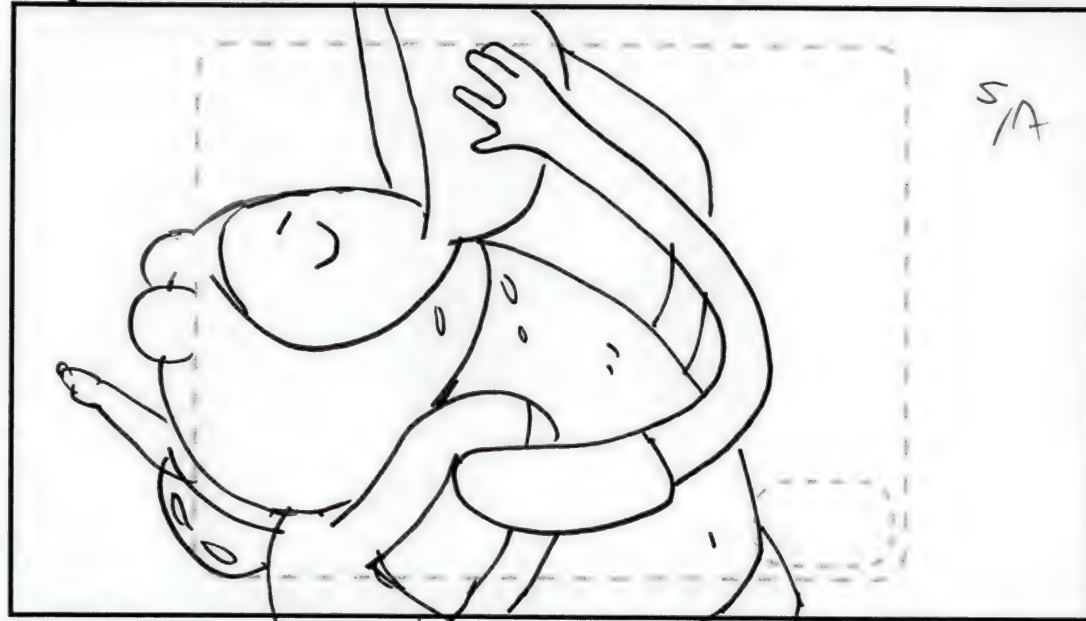
1034/231

1034/231

ADVENTURE TIME

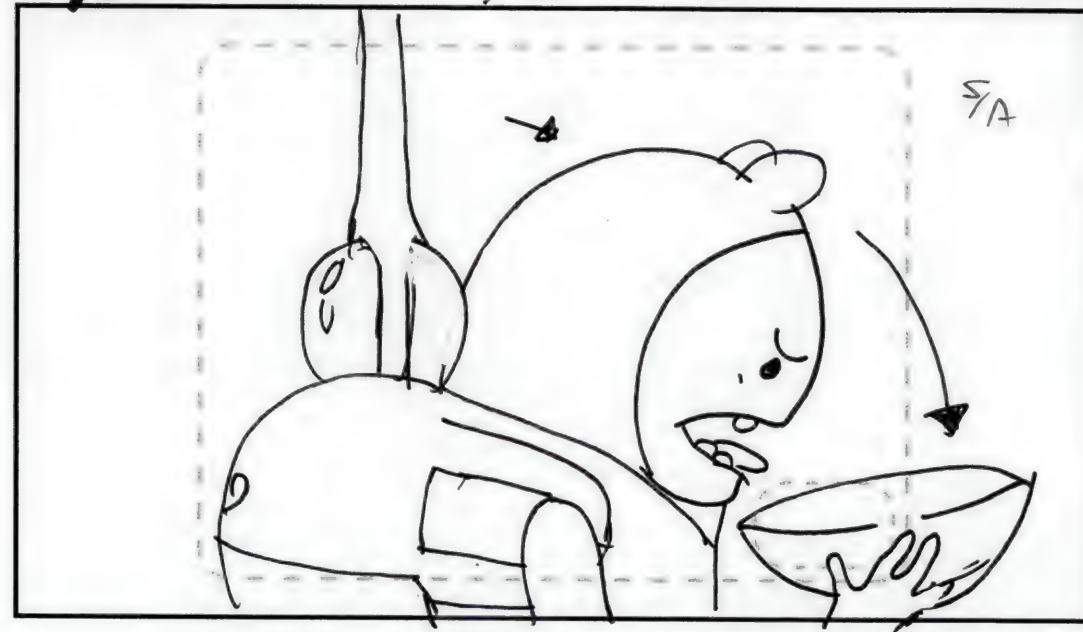


Sc. **106 cont** Pnl. **B** Bg.



day night

Sc. **106 cont** Pnl. **C** Bg.



day night

Dialog:

F/ Mmm hmmm!
SFX/SLURPING

F/ Bleah!

Action:

- F. FINISHES BOWL of SPRING WATER.

AUG 28 2015

Timing:

1034-231

EPISODE #

1034/231

Production:

1034/231

1034/231

ADVENTURE TIME

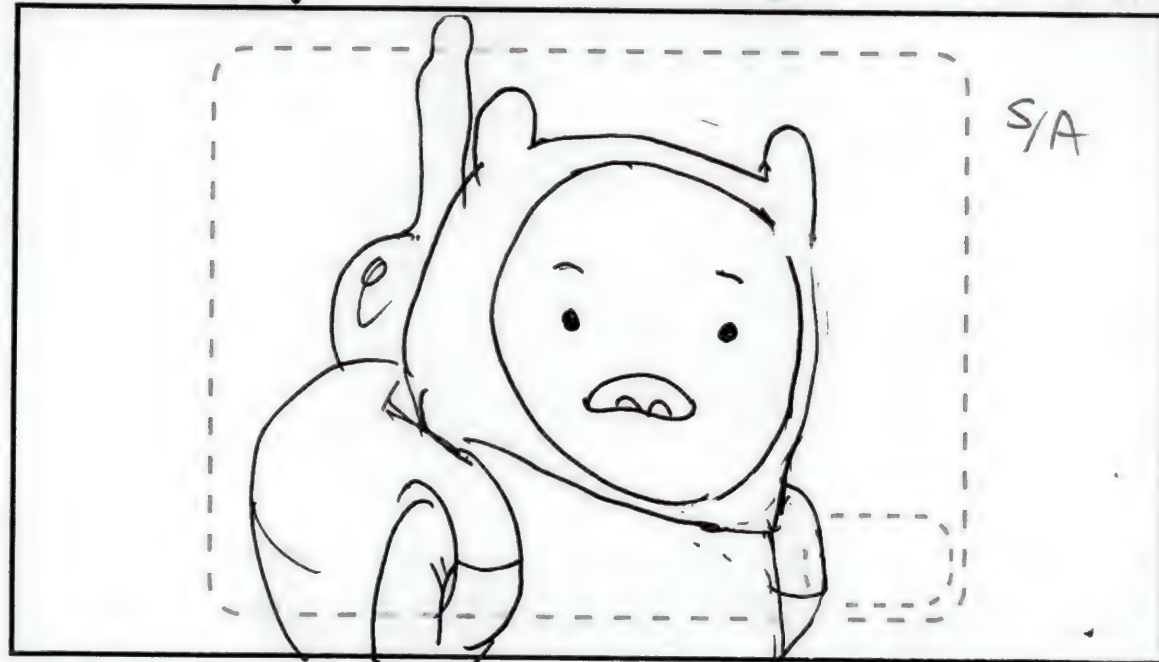


Sc. 106 *cont*

Pnl. D

Bg.

day night

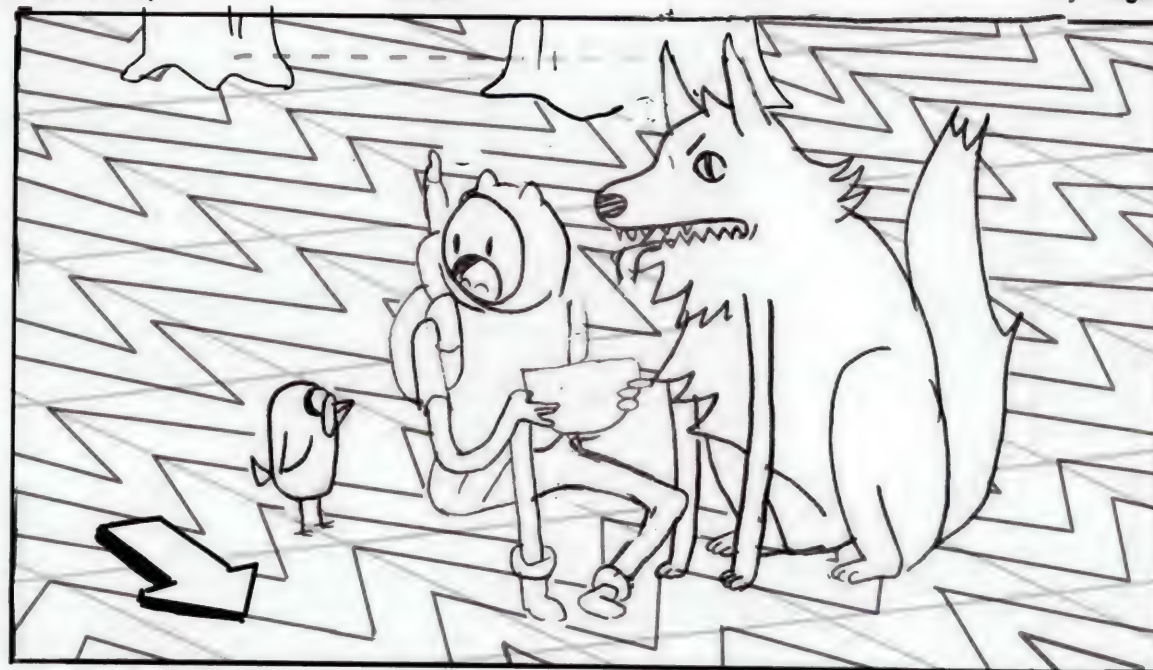


Sc. 107

Pnl. A

Rn

day night



Dialog:

F/ I've had plenty of weird dreams befoooooooooohhhh kay, that was fast.

Action:

Timing:



SFX: WOLF PANTING

AUG 28 2015

- JAKE HAS TRANSFORMED INTO BIRD-JAKE FROM 'FOOD CHAIN'
- HW IS NOW A WOLF - PANT. CYCLE

- chevron pattern flows



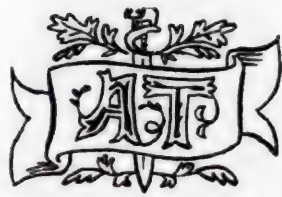
1034-231

EPISODE #

1034/231

1034/231

ADVENTURE TIME

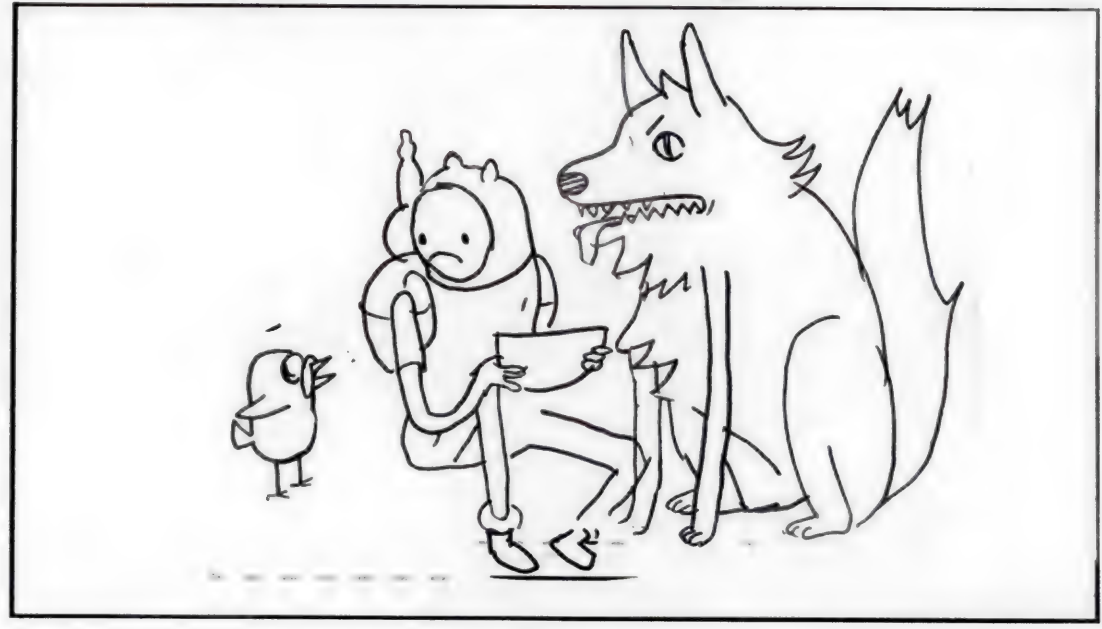


Page **131**
day night

Sc. 107 **CONT** Pnl. B

Bg.

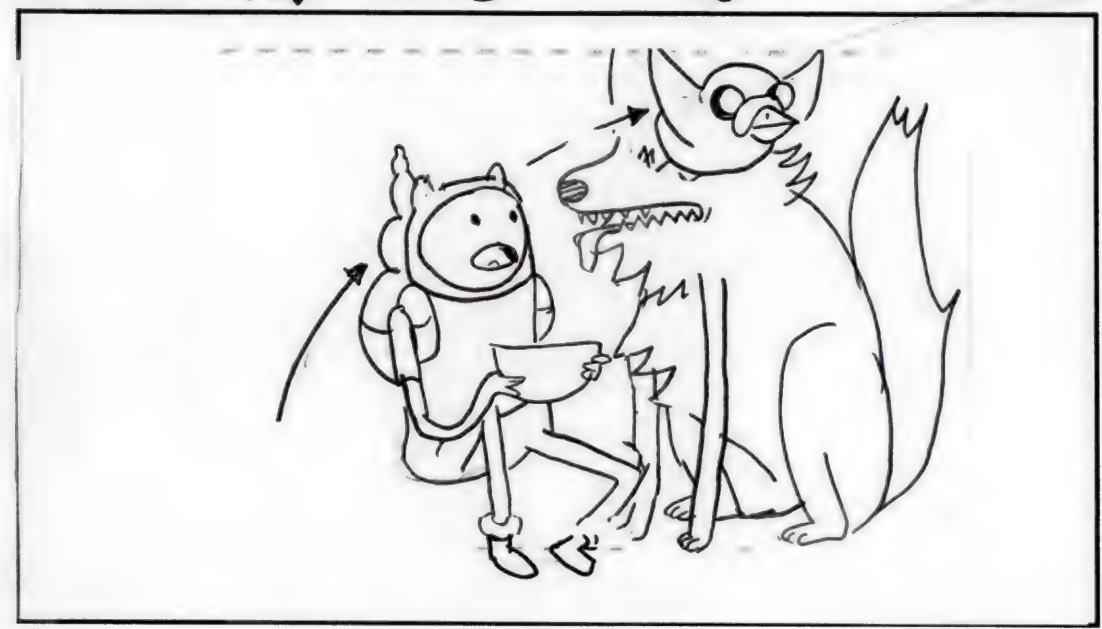
day night



Sc. 107 **CONT** Pnl. C

Bg.

day night



Dialog:

J / [trilling birdsong]

Action:



- J FLIES OFF

- J FLAPS ON

3) VERY FAST

- F. TRACKS JAKE.

Timing:

AUG 28 2015



Production:

EPISODE # 1034-231

1034/231

1034/231

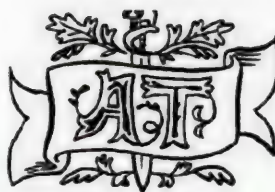
1034/231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

1034/231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



NO SC 108

Page

132

day

1304 NEXT

Sc. 107 *CONT* Pnl. D

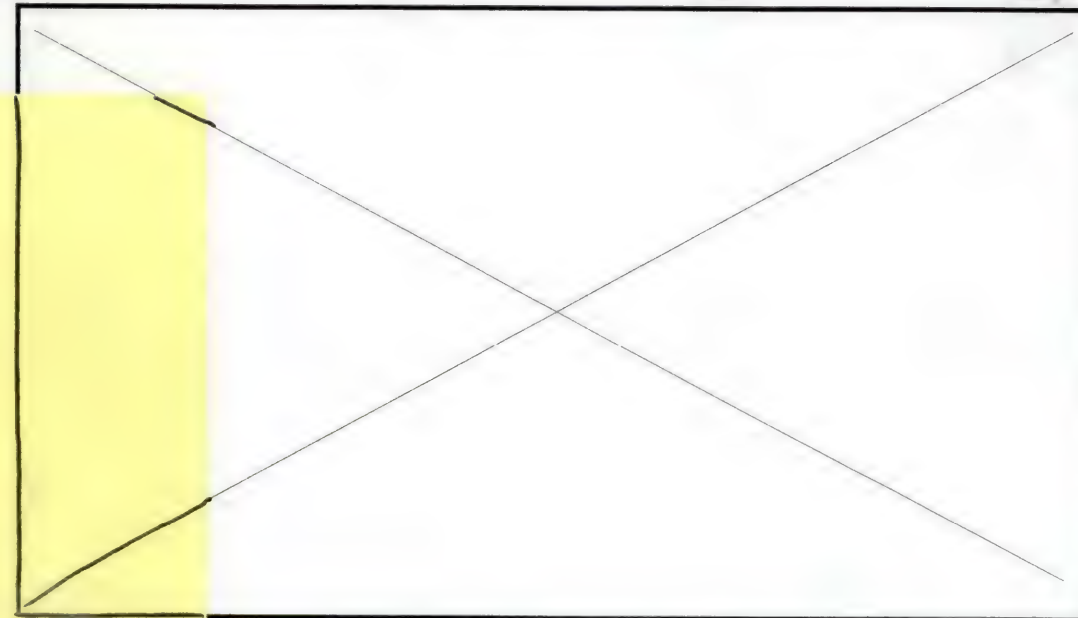
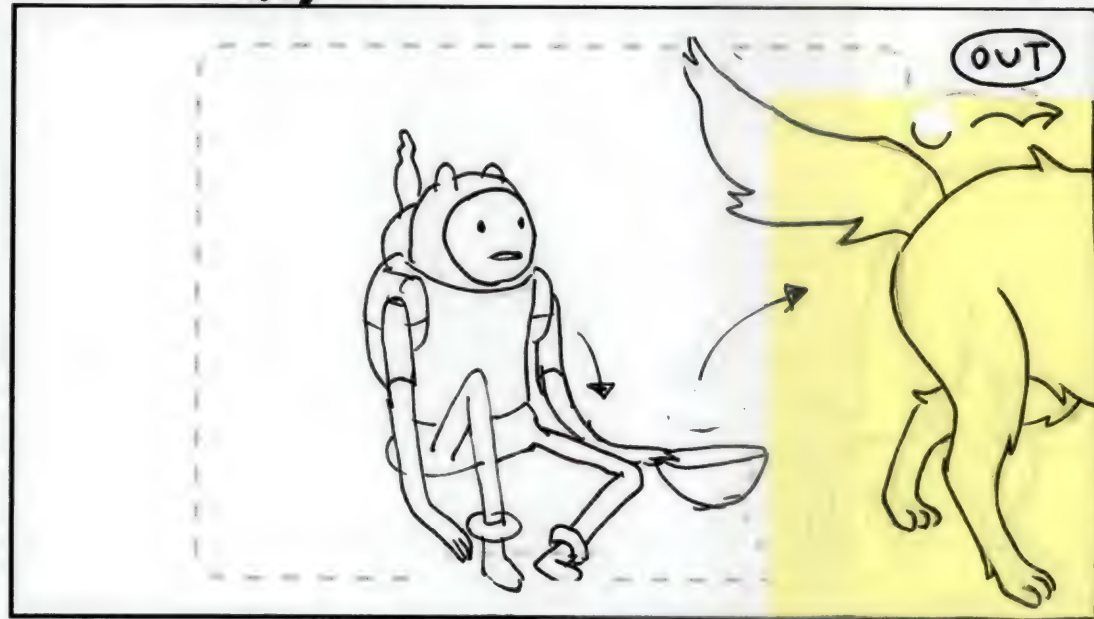
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

WOLF WALKS OFF/S.

Timing:



AUG 28 2015

Production:

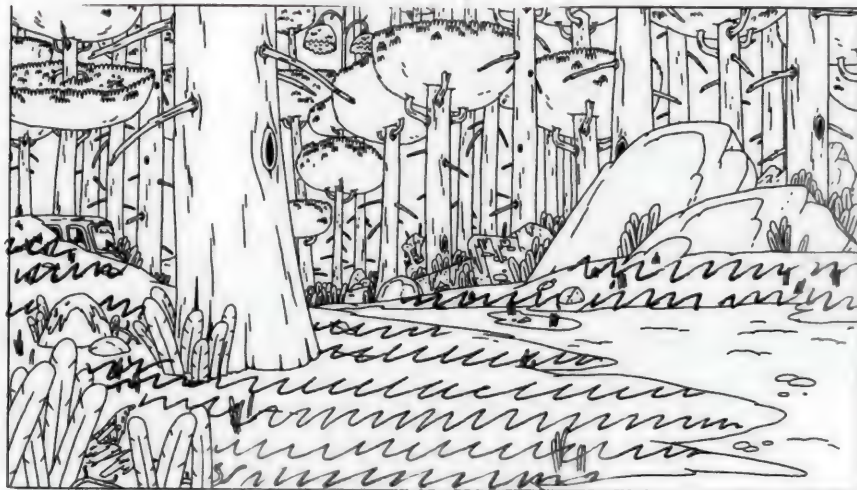
1034-231

EPISODE #

1034/231

1034/231

HERE'S WHAT I'M THINKING FOR THE DREAM SEQUENCE BGS.. IT WAS A LITTLE COMPLICATED TO EXPLAIN IN THE STORYBOARD. BASICALLY REUSING FOREST BGS BUT ERASING MOST OF THE GROUND AND REPLACING IT WITH THE SQUIGGLY PATTERNS FROM 'WHO WOULD WIN'S' DREAM WARRIOR SEQUENCE. LIKE THE TREES, FERNS, ETC ARE FLOATING IN SPACE

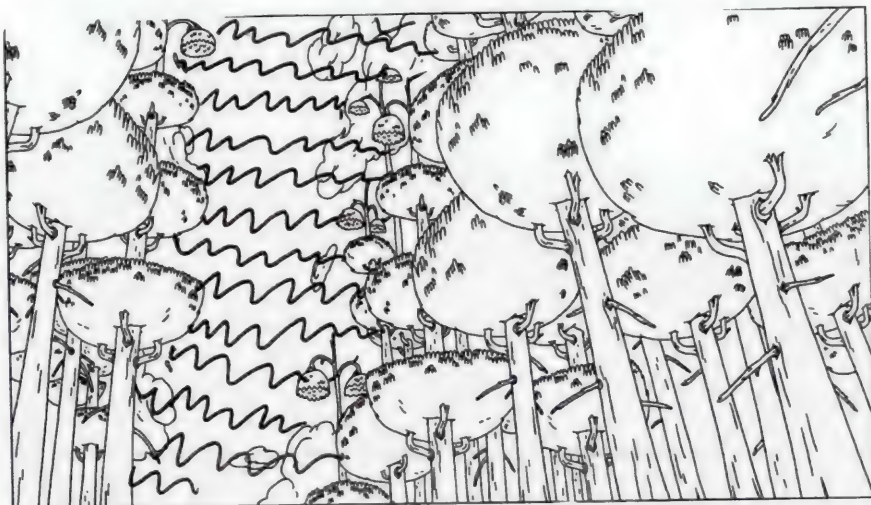


STATIC OVER
FOREST GRASS

ID:
B08s120_393



B035s129_749



HERE THE
SKY GETS THE
STATIC

B081s050_354

BG REF
FOR SC. 107 +

AUG 28 2013

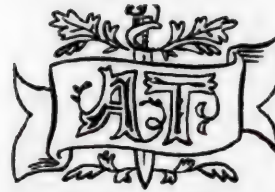
1034/231

1034-231

1034/231

1034/231

ADVENTURE TIME



Page **133**

Sc. 109

Pnl. A

Bg.

day night

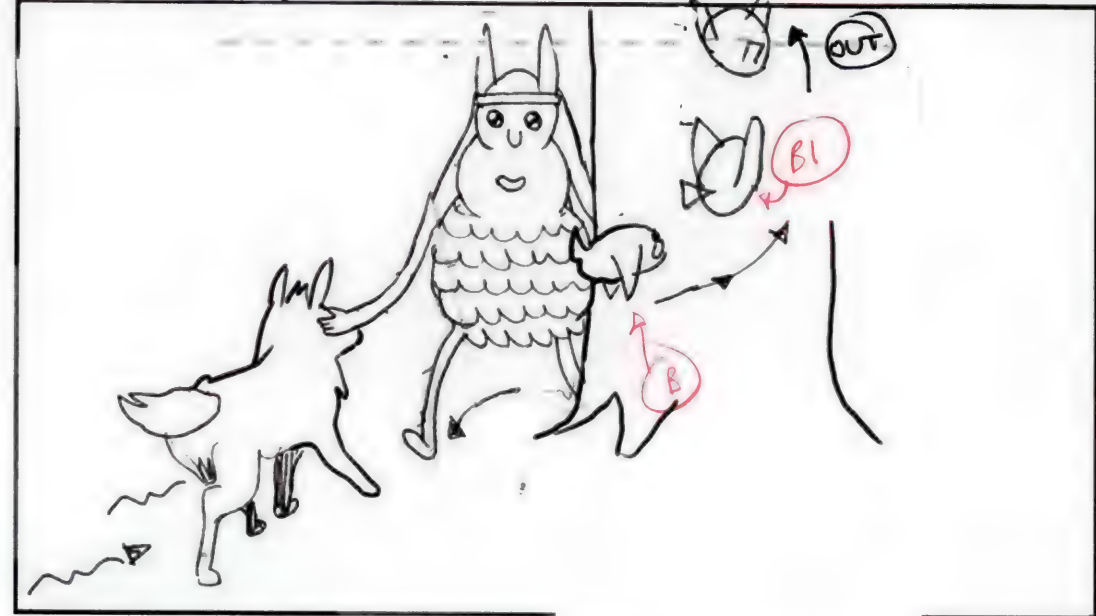


Sc. 109 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

- BIRD AND WOLF
COME ON/S.

BG035:129_749

SPIRIT/
DREAM
WARRIOR

Finn.

- DW WALKS OUT FROM BEHIND TREE

AUG 28 2015

1034-231

EPISODE #

1034/231

Production:

1034/231

ADVENTURE TIME



Page **134**

Sc. 107 **CONT**

Pnl. C

Bg.

day night

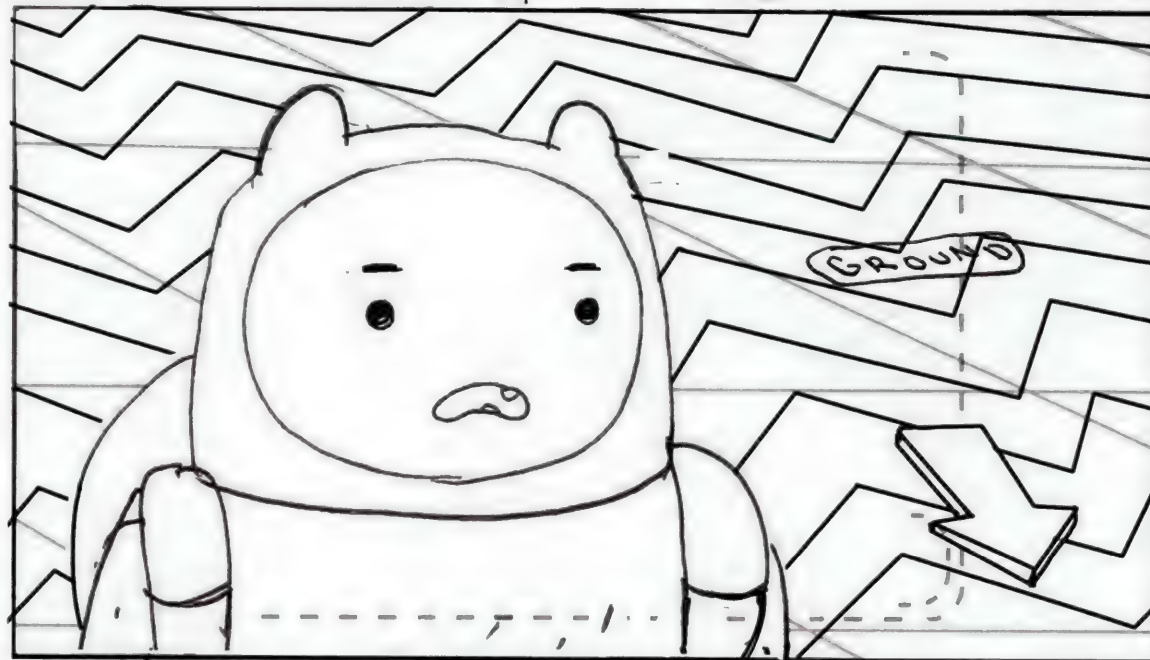


Sc. 110

Pnl. A

Bg.

day night



SPIRIT: Welcome.

I am the Spirit of the Forest.

Action: S.Q.T.F
LEANS AGAINST TREE



Timing:



FINN MAKES A FACE,
RECOGNIZING DREAM WARRIOR

AUG 9, 8 2015

1034-231

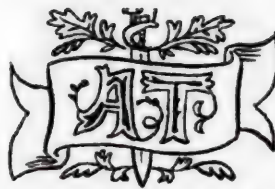
EPISODE #

1034/231

Production:

1034/231

ADVENTURE TIME

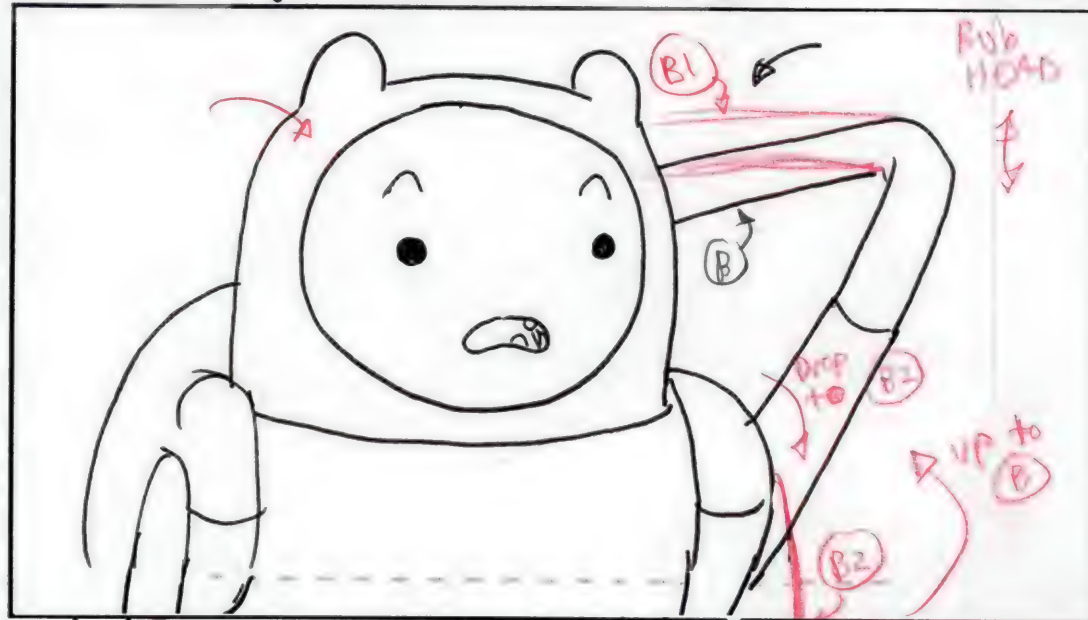


Page 135

Sc. 110 *cont* Pnl. B

Bg.

day night



Sc. 111

Pnl. A

Bg.

day night



Dialog:

F/ Wow, dude, we've been trying to summon DW/ And why do you seek me?
you for weeks!

Action:

AUG 28 2015

Timing:

1034-231

EPISODE #

1034/231

Production:

1034/231

ADVENTURE TIME



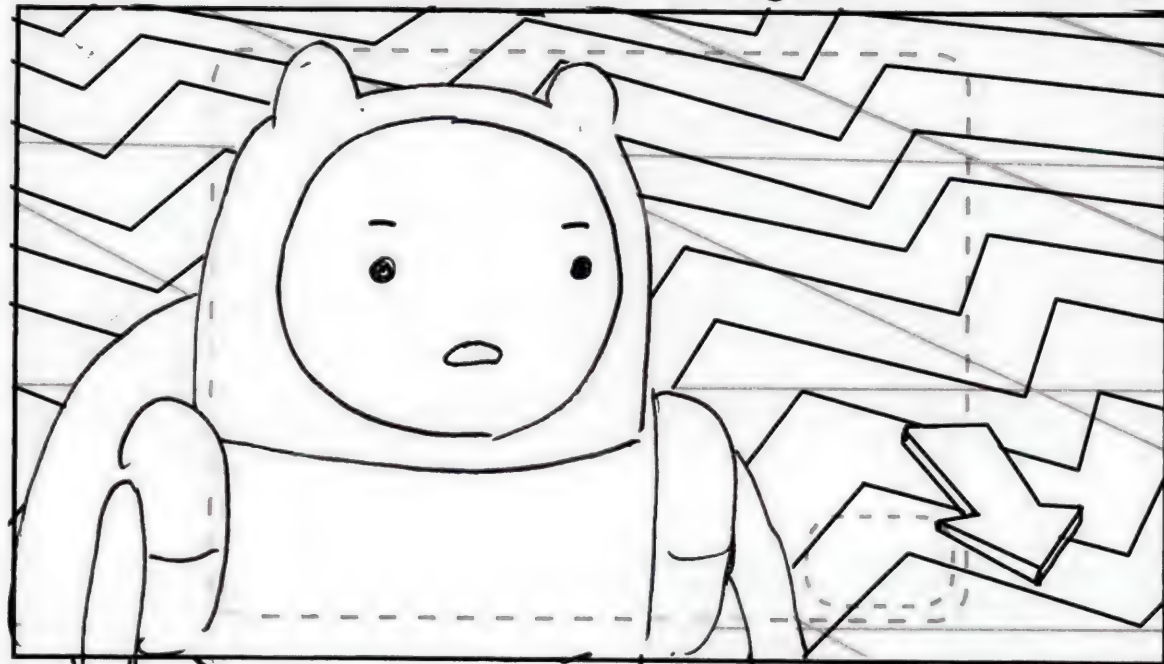
Page 136

Sc. 112

Pnl. A

Bg.

day night

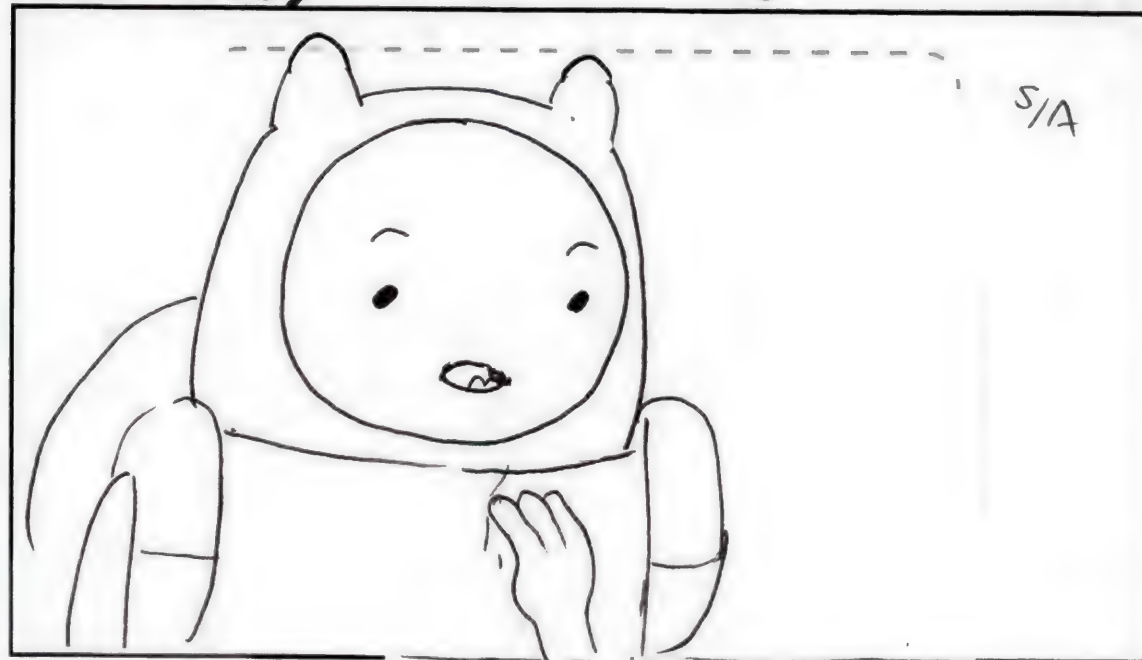


Sc. 112 *CONT*

Pnl. B

Bg.

day night



Dialog:

F/ I don't, personally..

Action:

AUG 28 2015

Timing:

EPISODE # 1034-231

1034/231

Production:

1034/231

1034/231

ADVENTURE TIME



Page **137**
day night

Sc. 112 *cont*

Pnl. C

Bg.

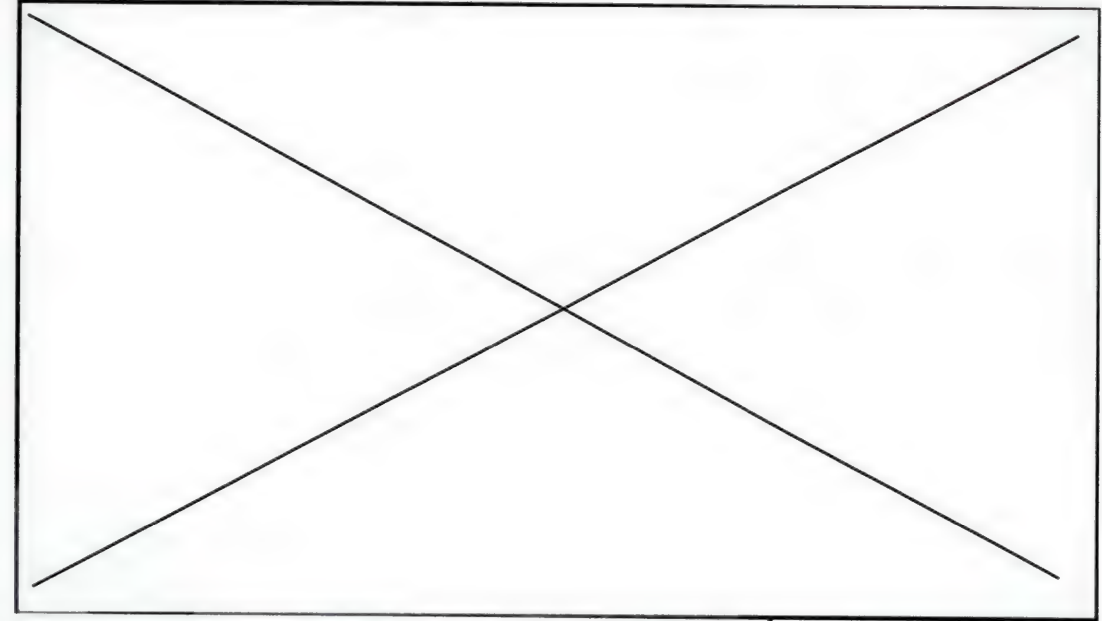
day night

Sc.

Pnl.

Bg.

day night



Dialog: F:

-But Huntress Wizard really wants to talk to you, man!

Action:

Timing:

AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

1034/231

ADVENTURE TIME



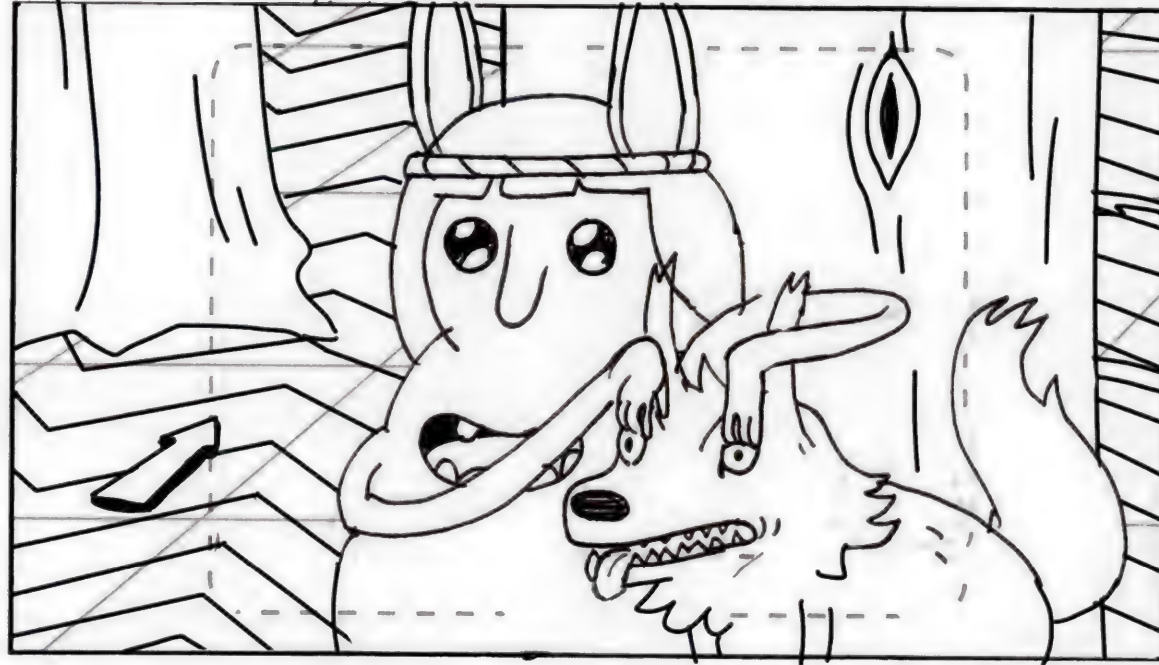
Page **138**

Sc. 113

Pnl. A

Bg.

day night

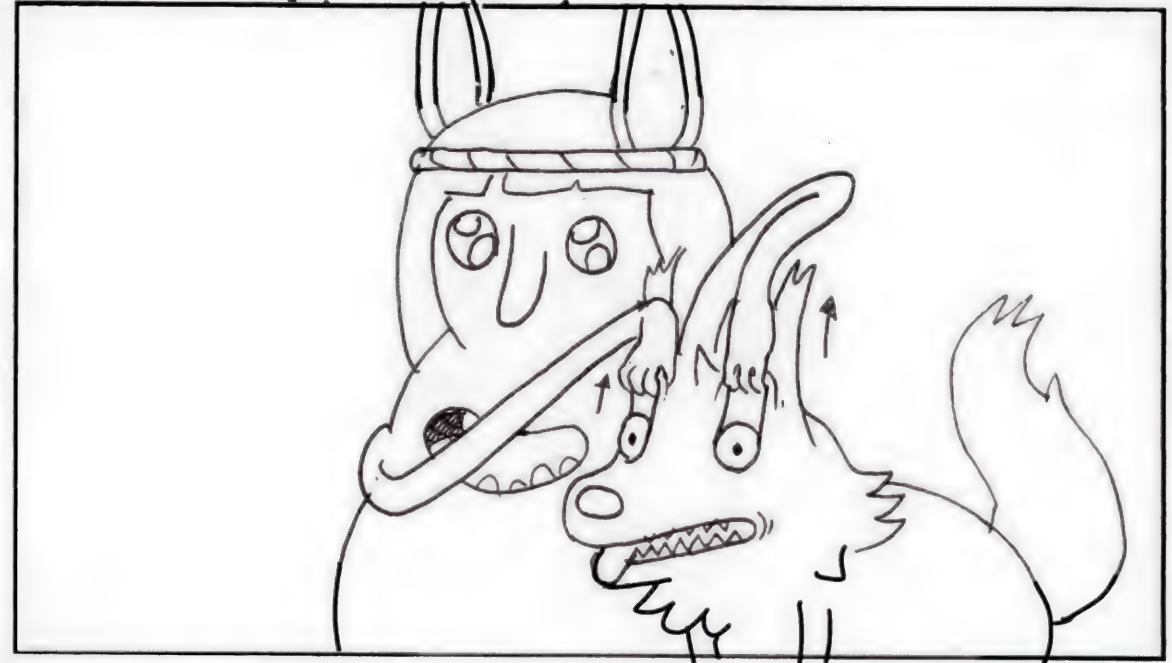


Sc. 113 *CONT*

Pnl. B

Bg.

day night



Dialog:

SFX/ PANTING →

Action:

WOLF PANTS ON



SOTF: Did you know that a wolf's eyes are on the front of its head?

AUG 28 2015

Timing:

EPISODE # 1034-231

1034/231

Production:

1034/231

ADVENTURE TIME



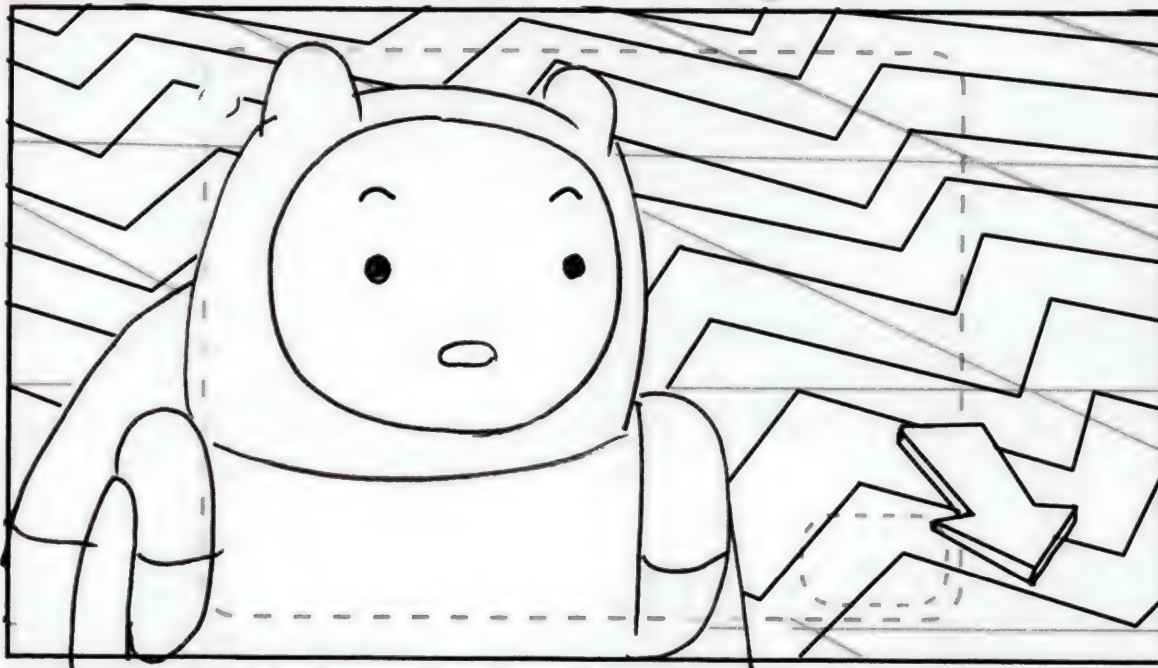
Page **139**

Sc. 114

Pnl. A

Bg.

day night

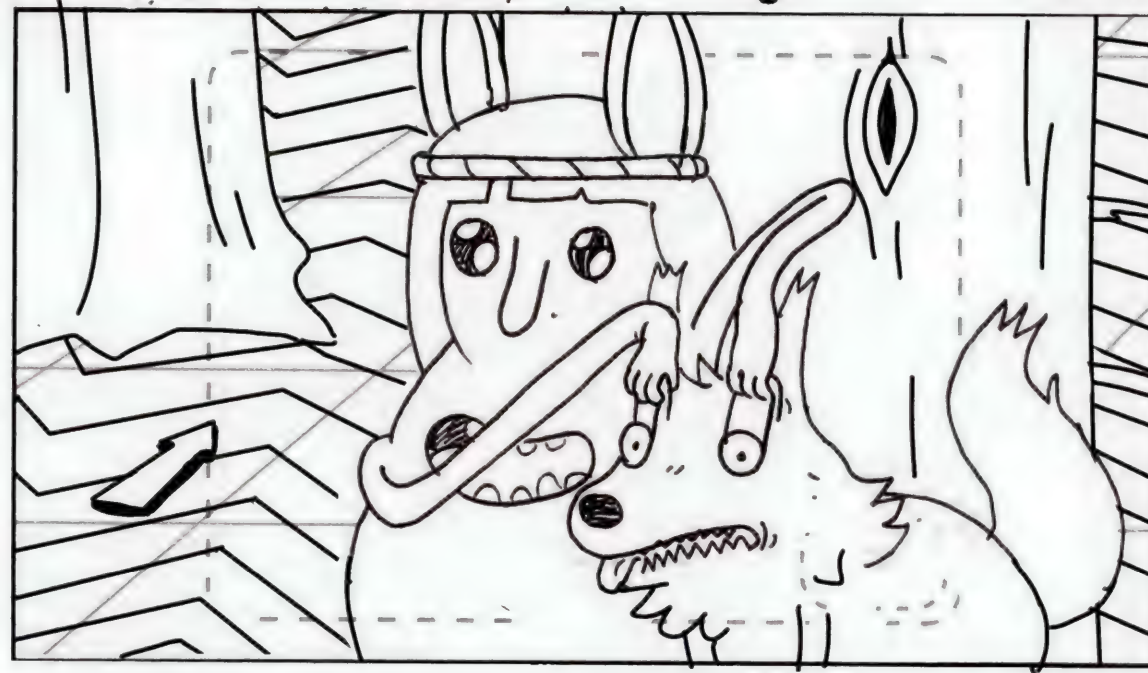


Sc. 115

Pnl. A

Bg.

day night



Dialog:

F/ ...neat! But yeah, didn't you guys use to hang?

Action:

Timing:



HW/ Most predatory

AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

1034/231

ADVENTURE TIME



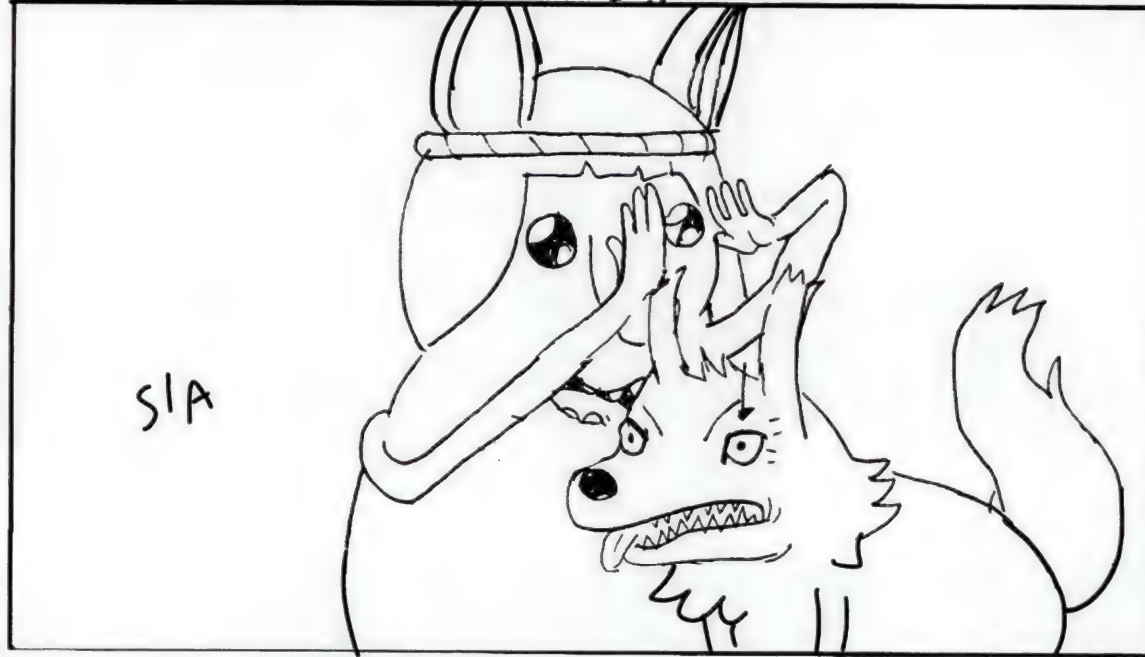
Page **140**

Sc. 115 **cont**

Pnl. B

Bg.

day night

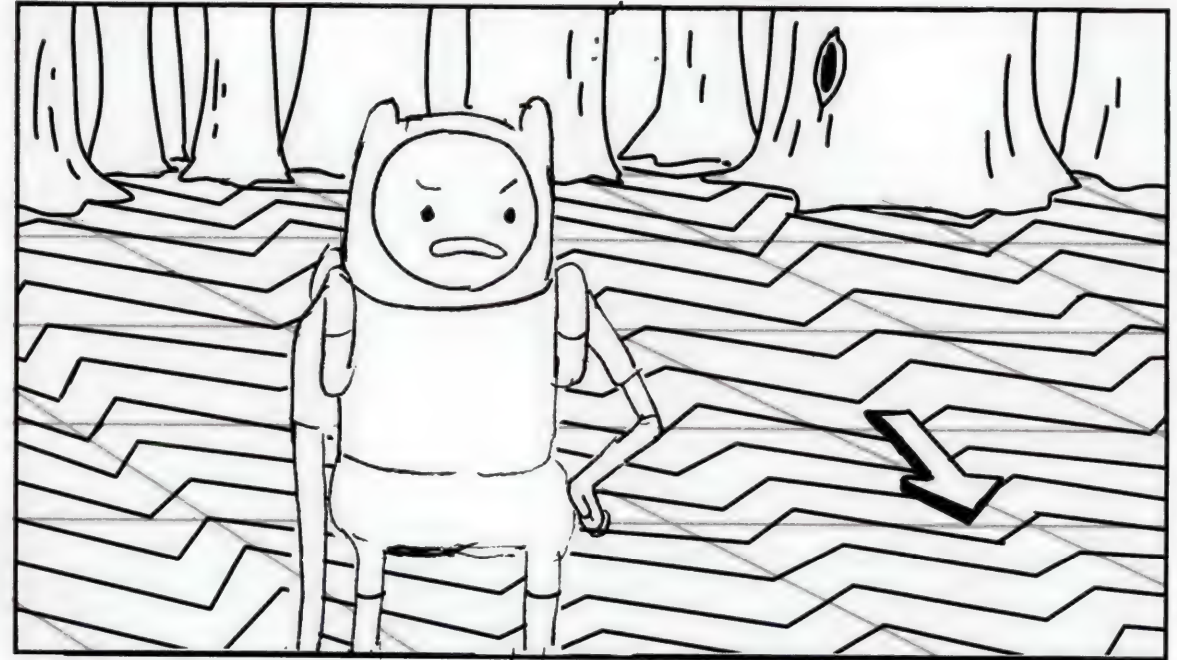


Sc. 116

Pnl. A

Bg.

day night



Dialog: species are like that!
DW/ This little buddy doesn't even know
 I'm here!

SFX: SNAPPING RUBBER, GROWLS

Action:

Timing:



E/ Fella, I don't wanna have a Science talk
 right now.. I just wanna have a
 People talk..

"People talk.."

AUG 28 2011

1034/231

EPISODE # 1034-231
 1034/231

Production:

ADVENTURE TIME



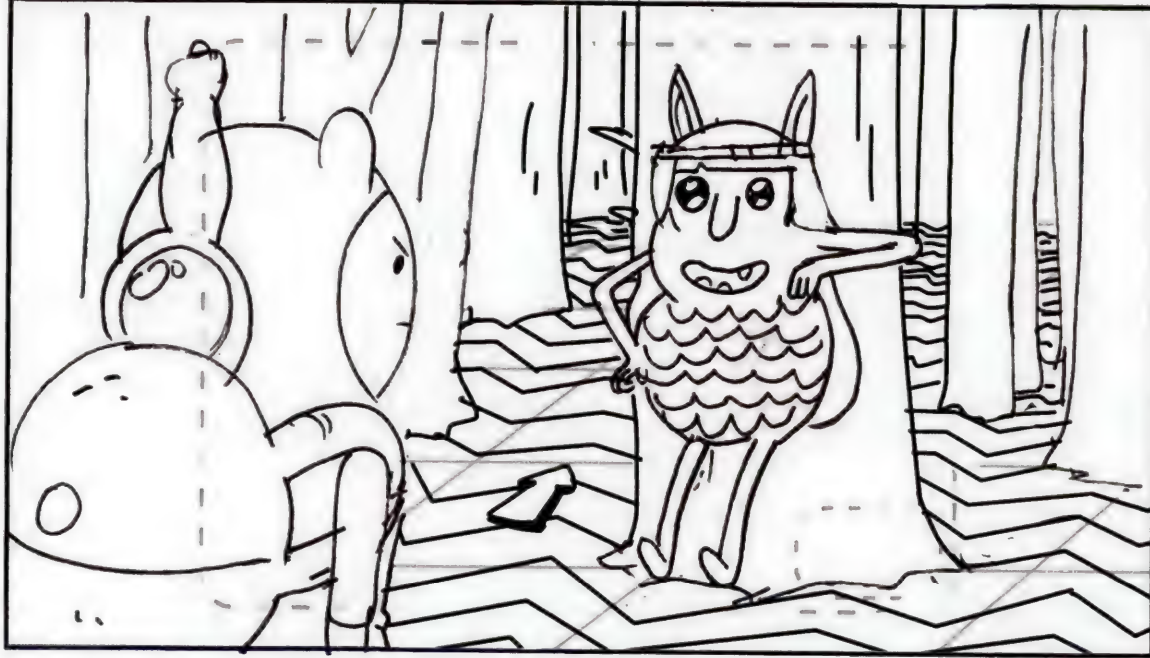
Page **141**

Sc. 117

Pnl. A

Bg.

day night

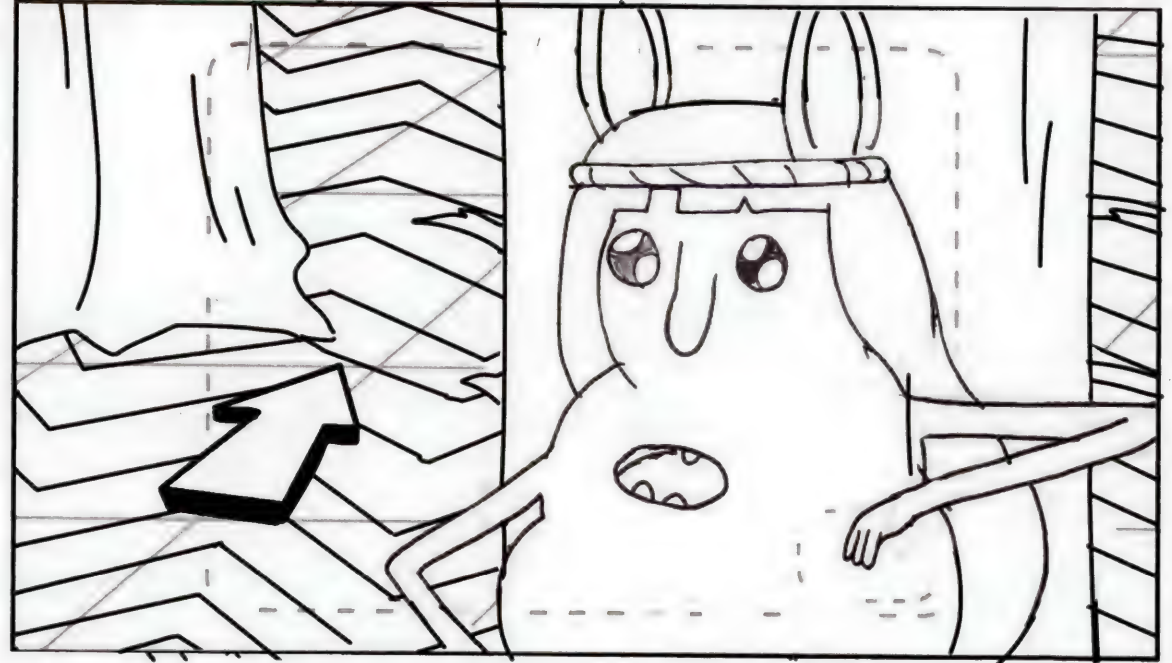


Sc. 118

Pnl. A

Bg.

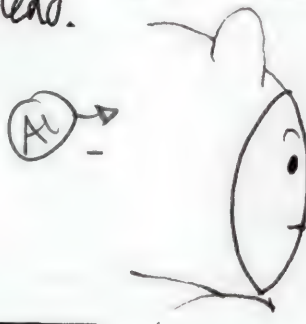
day night



SOTF

Huntress Wizard only sees straight ahead.

SOTF



Timing:

AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

1034/231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

1034/231

ADVENTURE TIME



NO SC119

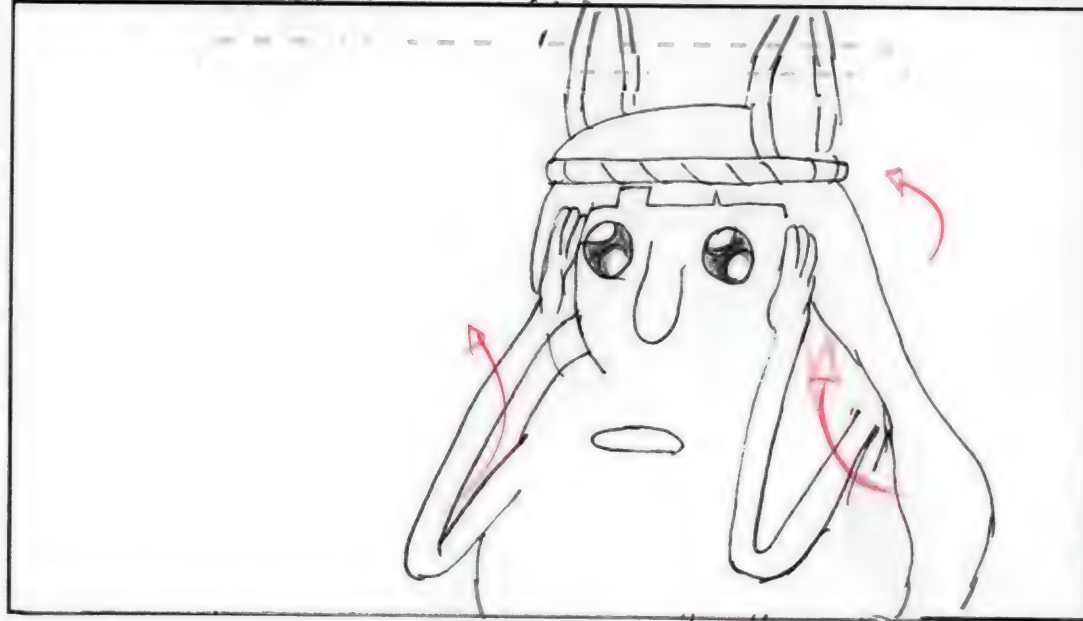
Page

142

Sc. 118 *CONT* Pnl. B

Bg.

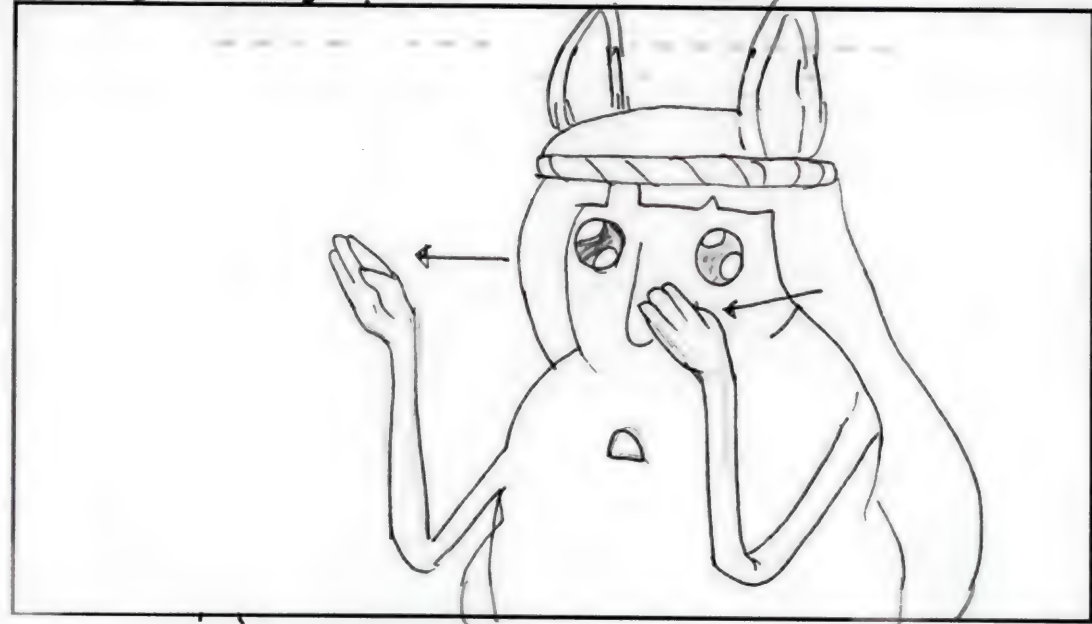
day night



Sc. 118 *CONT* Pnl. C

Bg.

day night



Dialog:

SOTF Eyes on the

Action:

SOTF prize.

Timing:

AUG 28 2015

1034-231

EPISODE #

1034/231

Production:

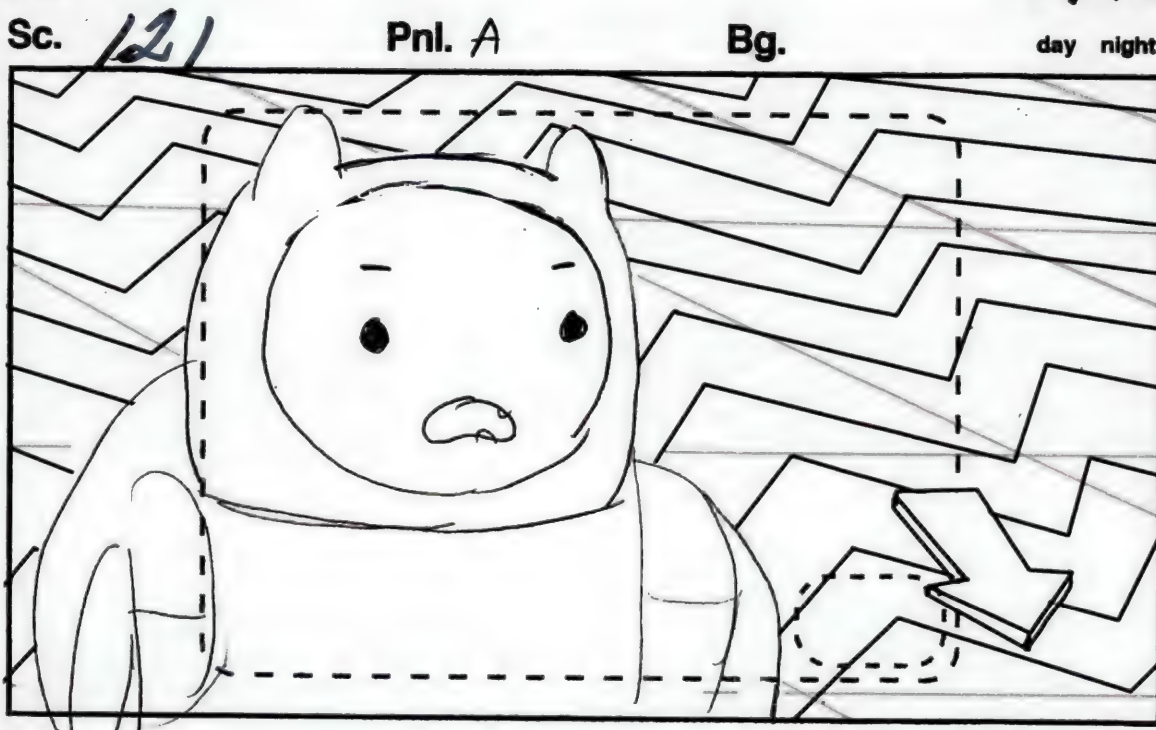
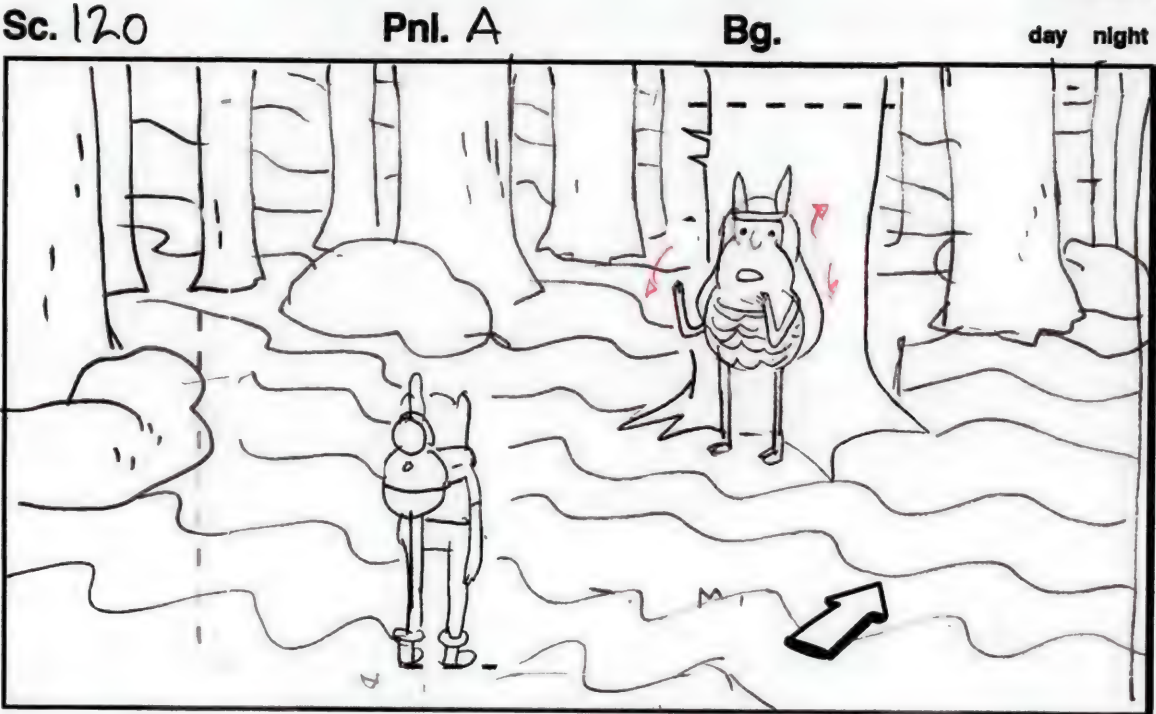
1034'231

1034/231

ADVENTURE TIME



Page 143



| |
|--|
| Dialog: <u>SotF</u> / Now why did you really need to see me? |
| Action: |
| Timing: |

AUG 28 2015

1034-231

EPISODE #

1034/231

Production:

1034/231

ADVENTURE TIME

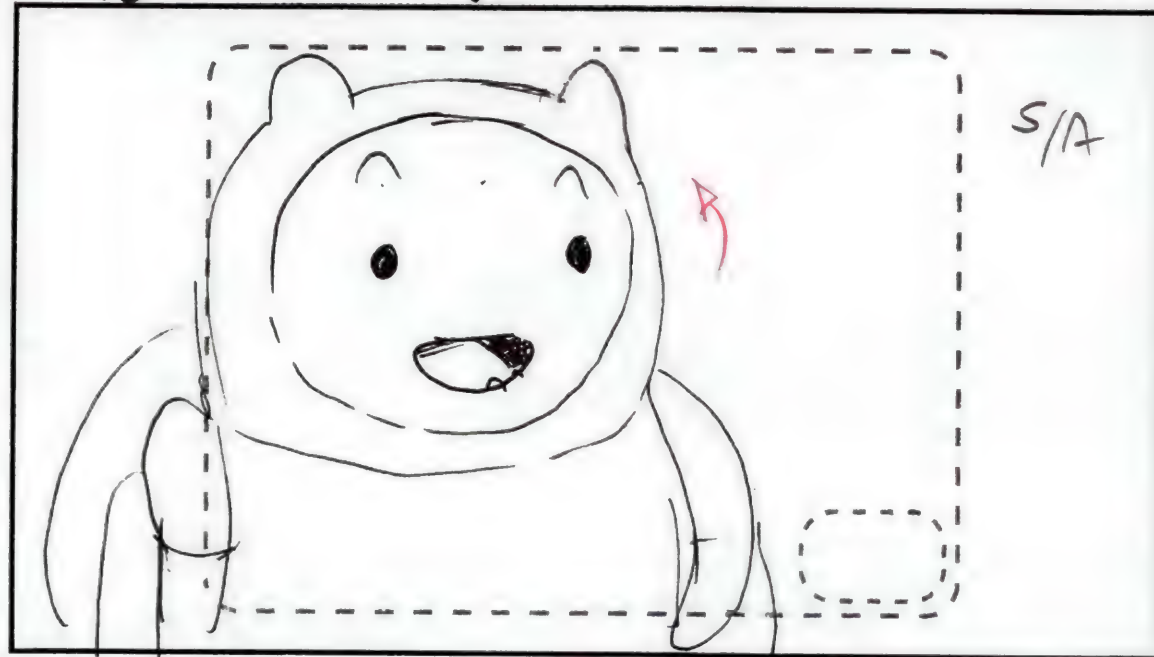


Page 144

Sc. 121 CONT Pnl. B

Bg.

day night

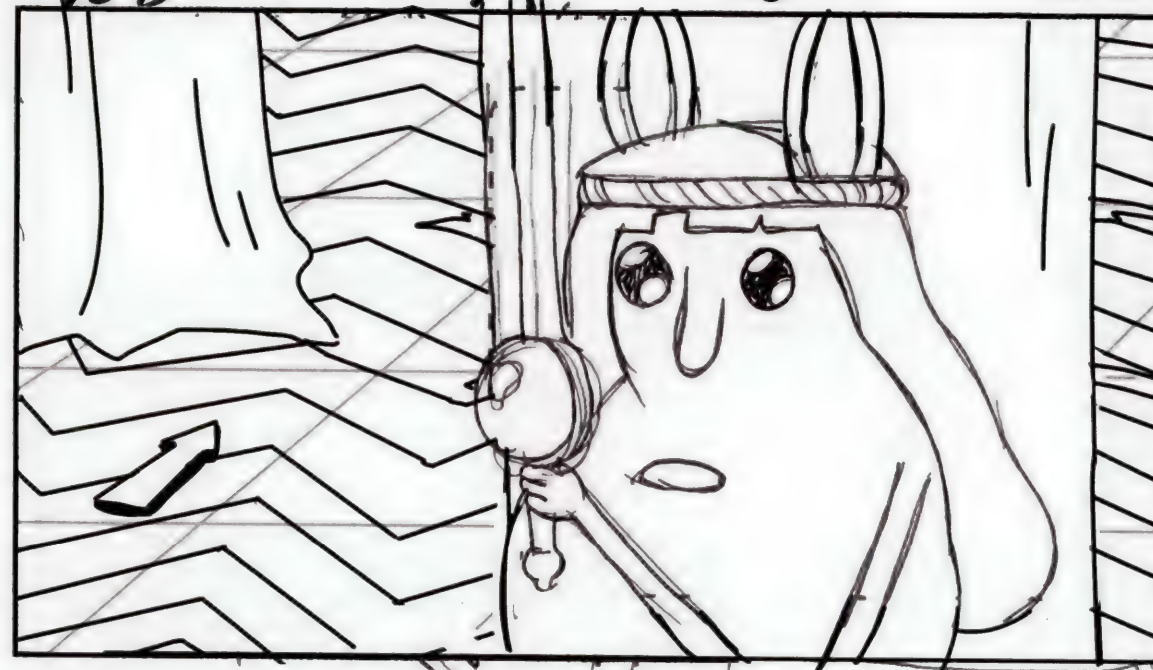


Sc. 122

Pnl. A

Bg.

day night



Dialo

F/ Oh yeah! Can you make me immune to electricity?

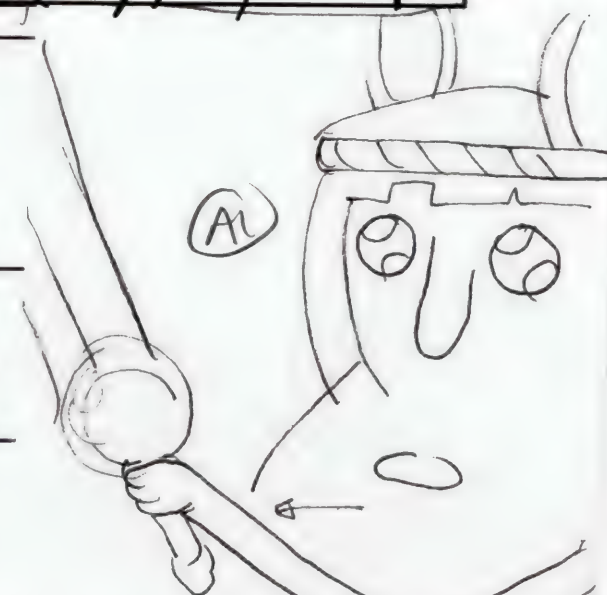
Action:

Timing:

SotF/ Here. Take this.

AUG 28 2015

— hands from
Amory



1034/231

EPISODE # 1034-231

1034/231

1034/231

ADVENTURE TIME



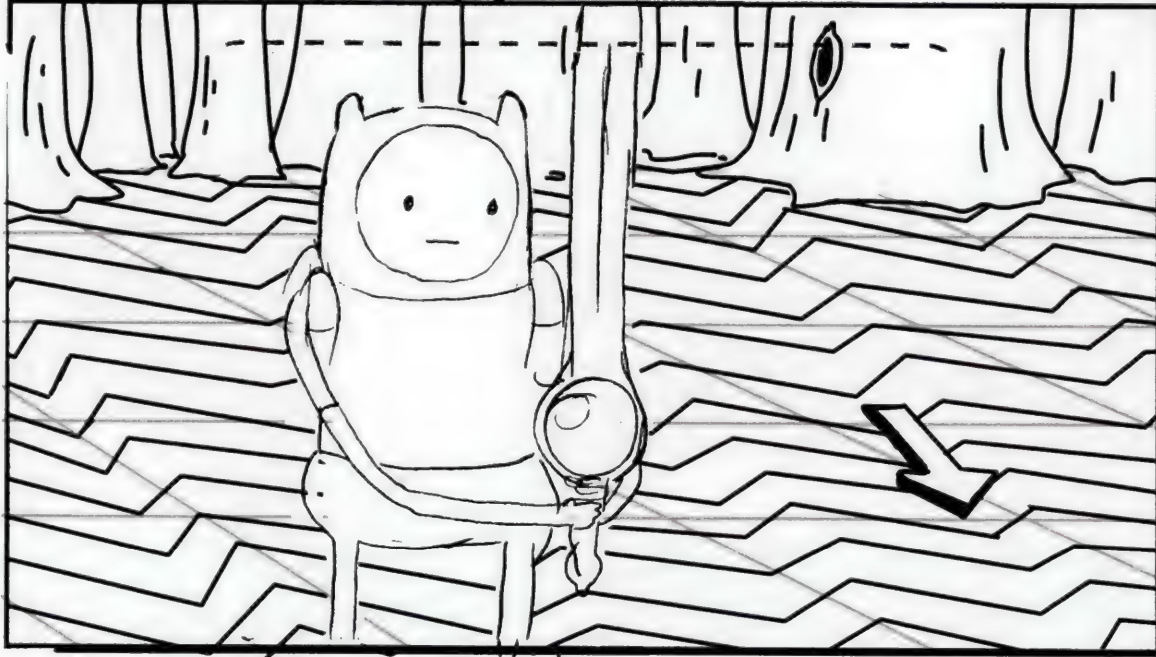
Page **145**

Sc. **123**

Pnl. **A**

Bg.

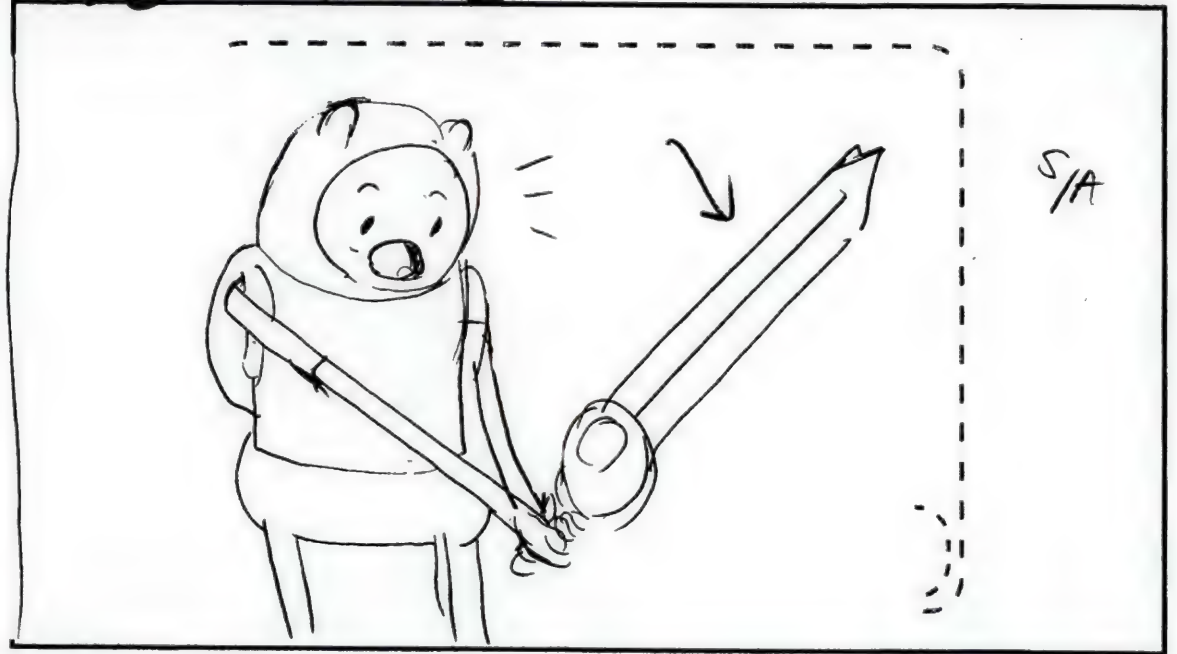
day night



Sc. **123 cont** Pnl. **B**

Bg.

day night



Dialog:

1

F/Whoa !

Action:

Sword is suddenly in Finn's hands

AUG 28 2015

Timing:

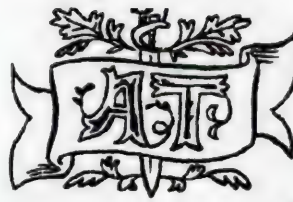
EPISODE # 1034-231

1034/231

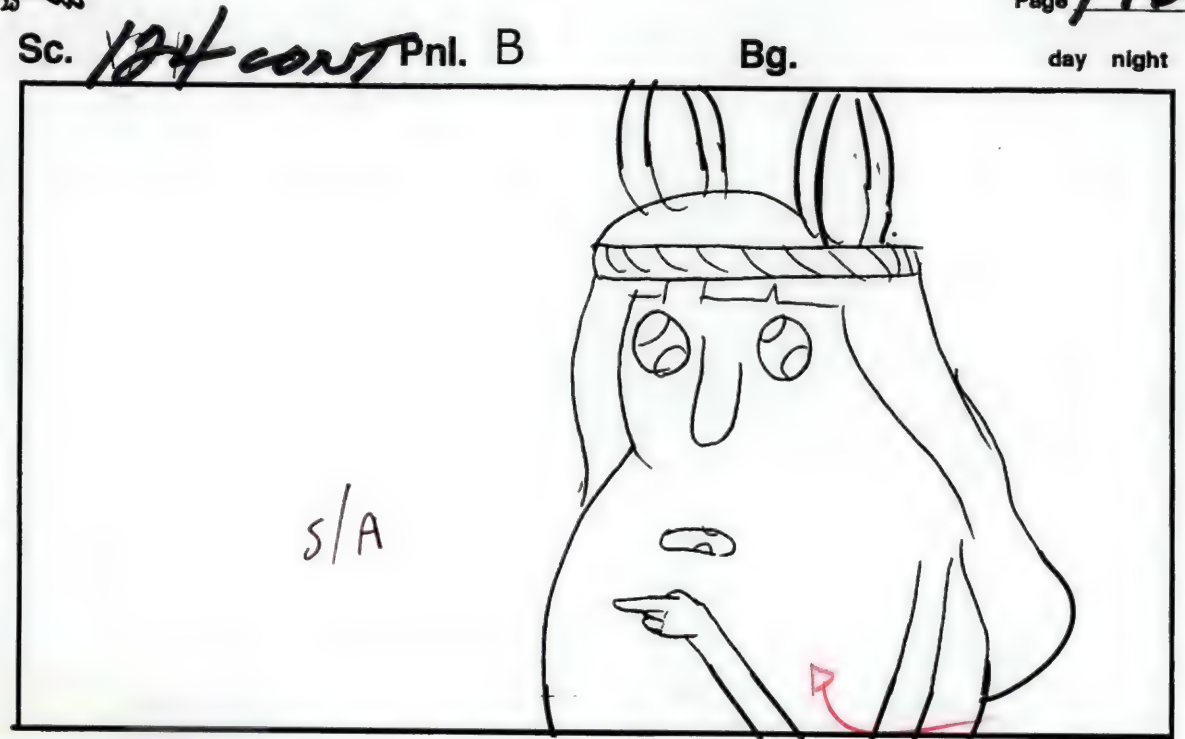
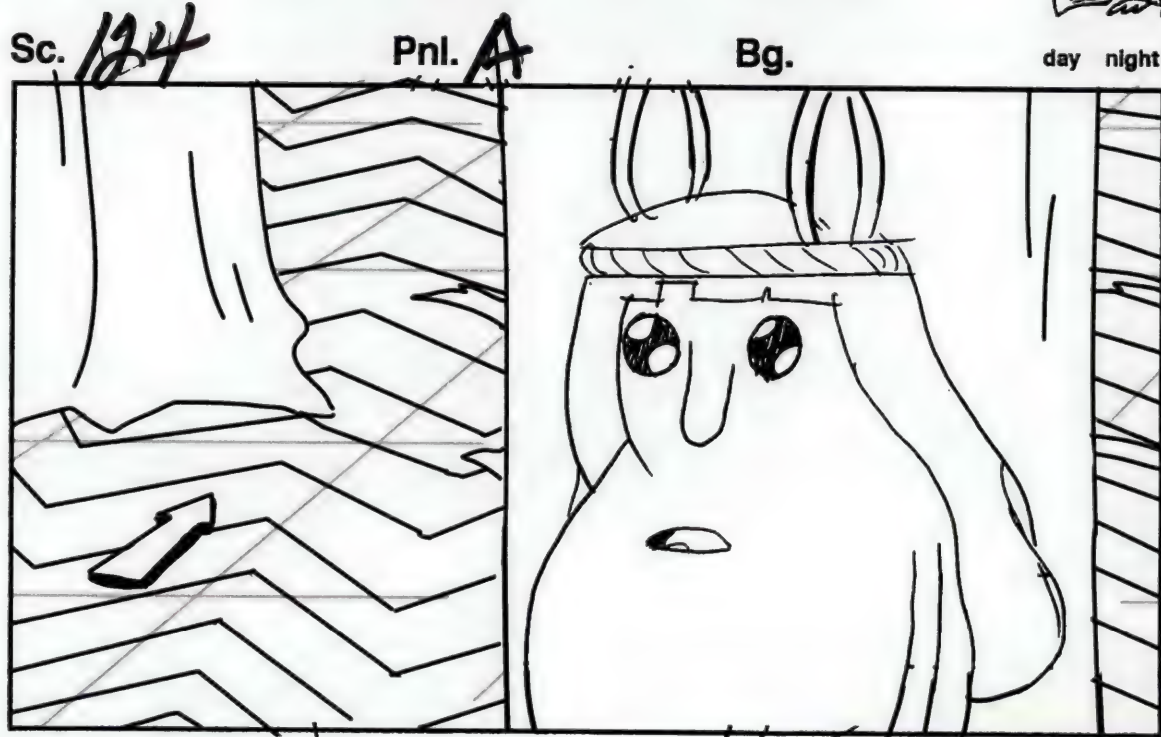
Production:

1034/231

ADVENTURE TIME



Page **146**



Dialog:
Self/ Now, plunge that "
(Int alt)
NOW MERGE WITH THE POINTY END

Action:

Timing:

SDW Into your HEART

AUG 28 2015

EPISODE # 1034-231

1034/231

Production:

1034/231

ADVENTURE TIME

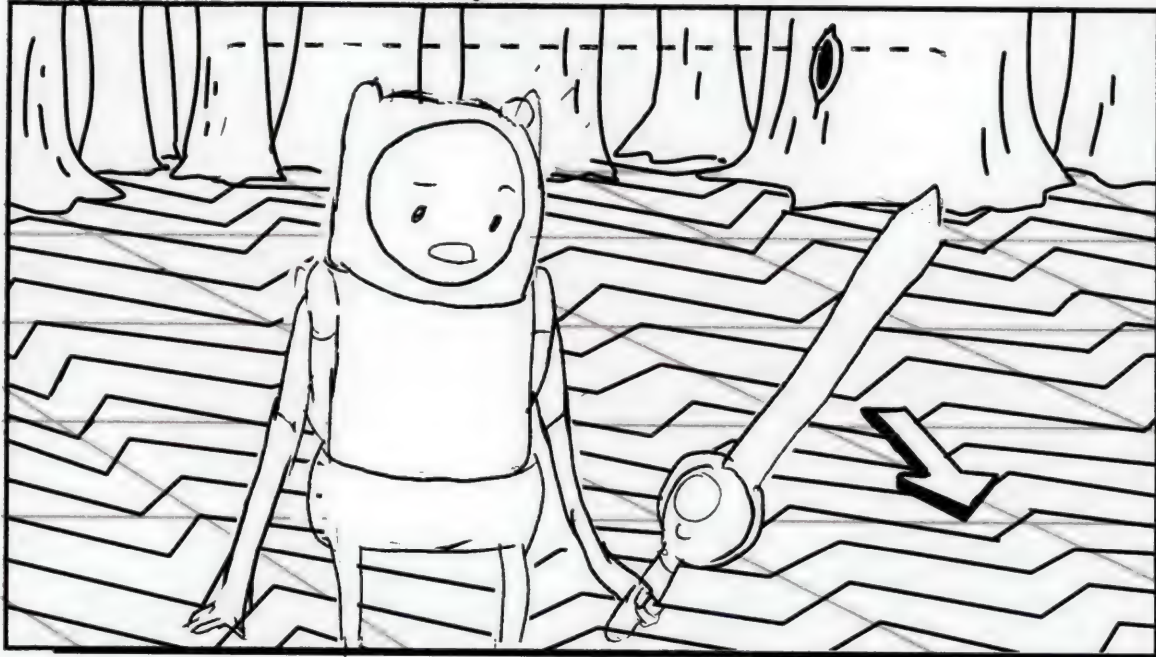


Sc. 125

Pnl. A

Bg.

day night



Sc. 125 cont Pnl. B

Bg.

day night



Dialog:

F/ And this will give me immunity to electricity?

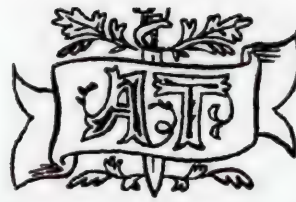
Action:

Timing:



AUG 28 2015

ADVENTURE TIME



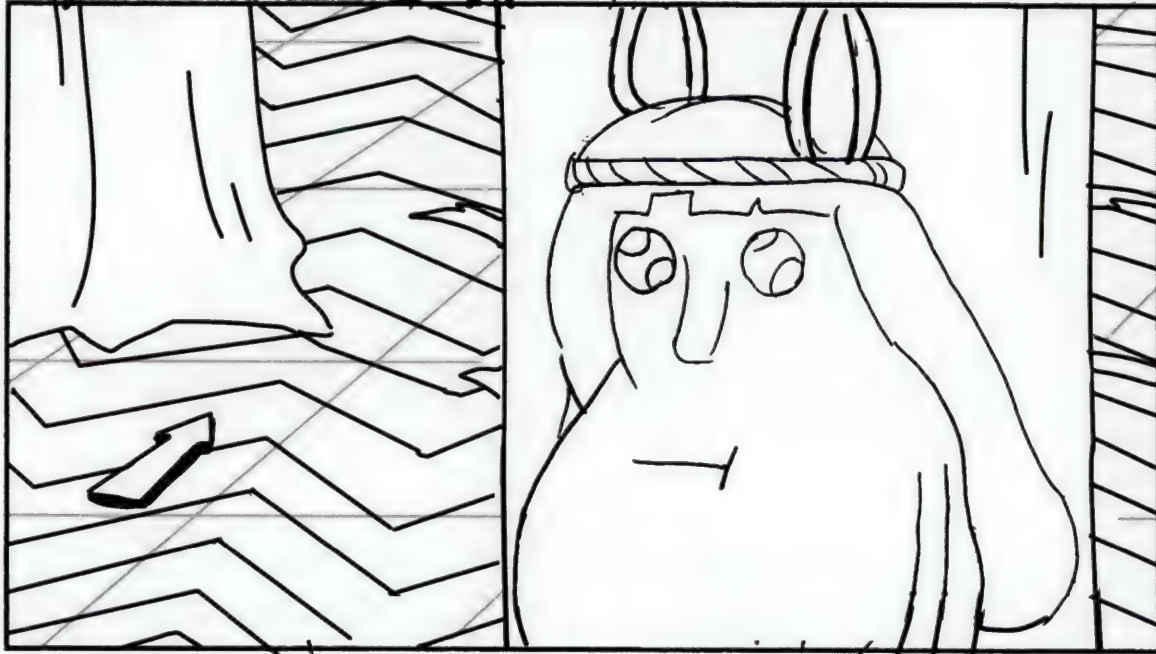
Page **148**

Sc. **126**

Pnl. **A**

Bg.

day night

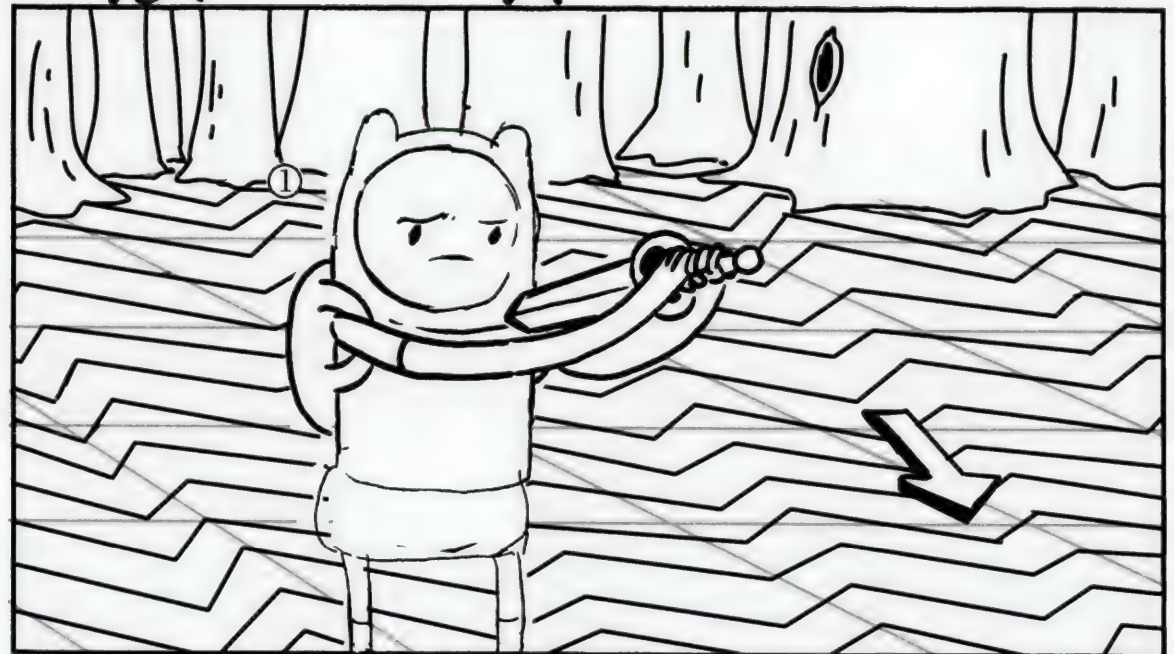


Sc. **127**

Pnl. **A**

Bg.

day night



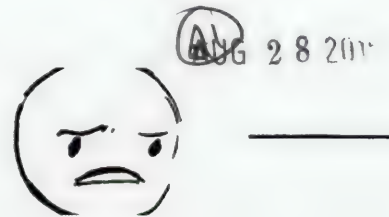
Dialog:

F/ .. I'll do it,

Action:

Shrugs,

Timing:



EPISODE # 1034-231

1034/231

Production:

1034/231

ADVENTURE TIME



Sc.

127 cont Pnl. B

Bg.

day night

Sc.

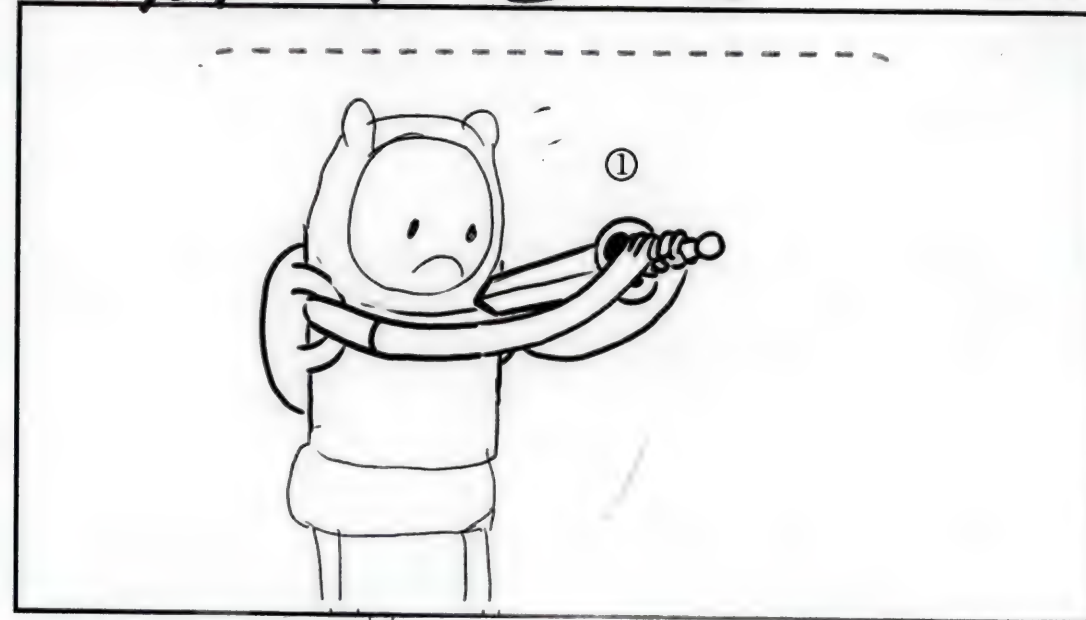
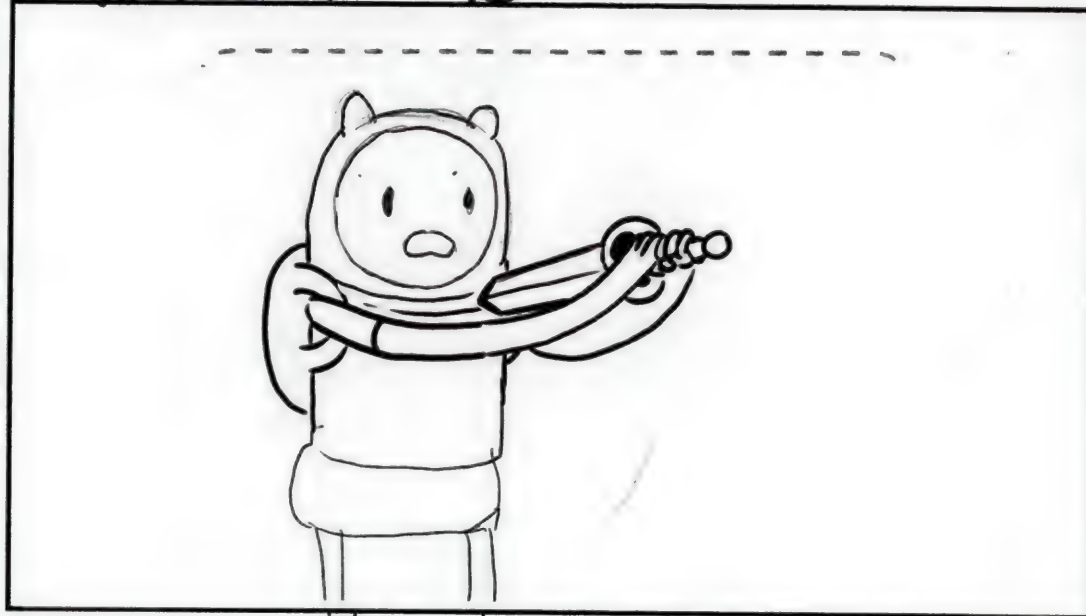
127 cont Pnl. C

Bg.

Page

day night

149
149A NEXT



Dialog:

F/ -- to help Huntress Wizard.

F: [straining noise]

Action:

Timing:



AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

1034/231

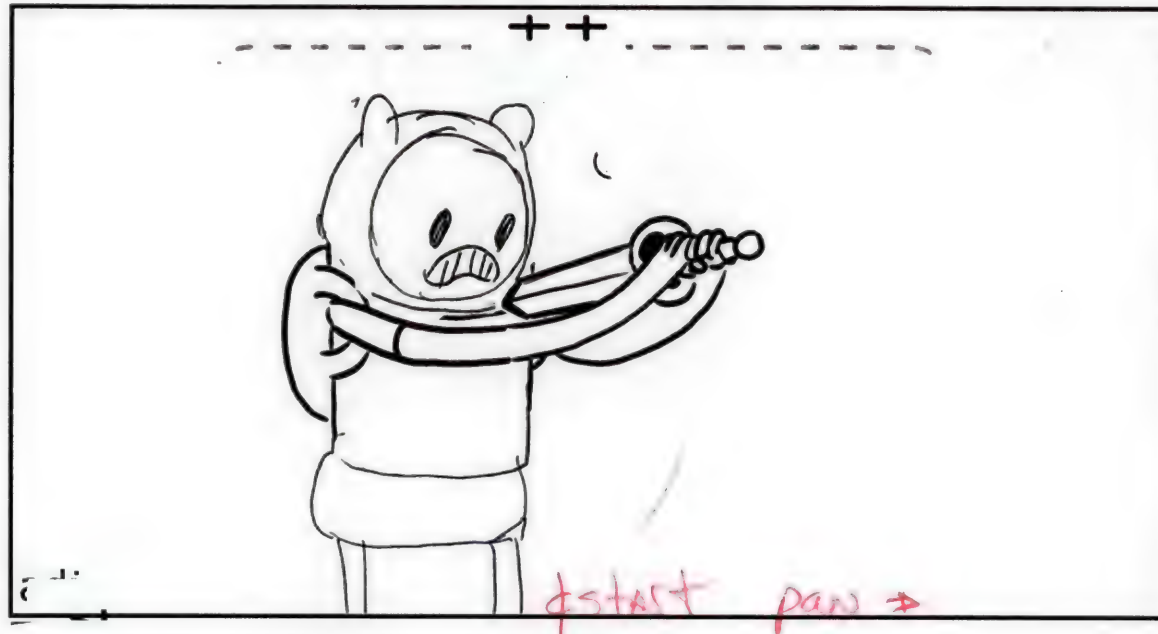
1034'231

ADVENTURE TIME



Page 149A
150 NEXT

Sc. 127 **CONT** Pnl. D Bg. day night



Dialog:

Action:

Timing:



AUG 28 2015



Production:

EPISODE # 1034-231

1034/231

1034/231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. **127 cont** Pnl. **E**

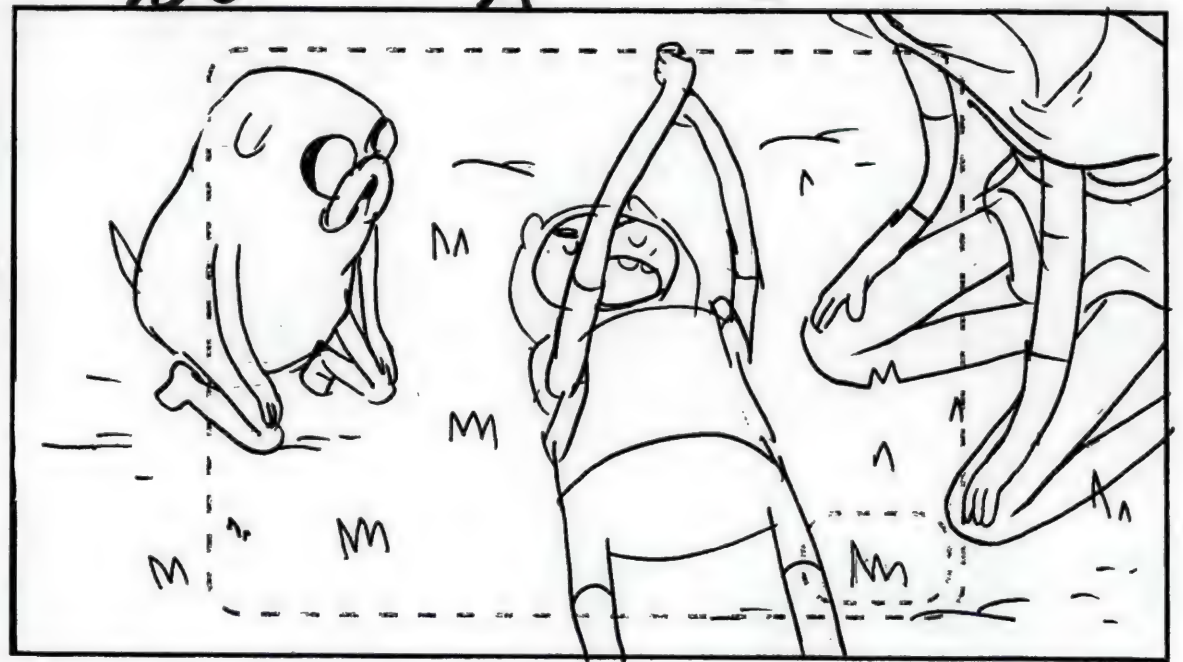
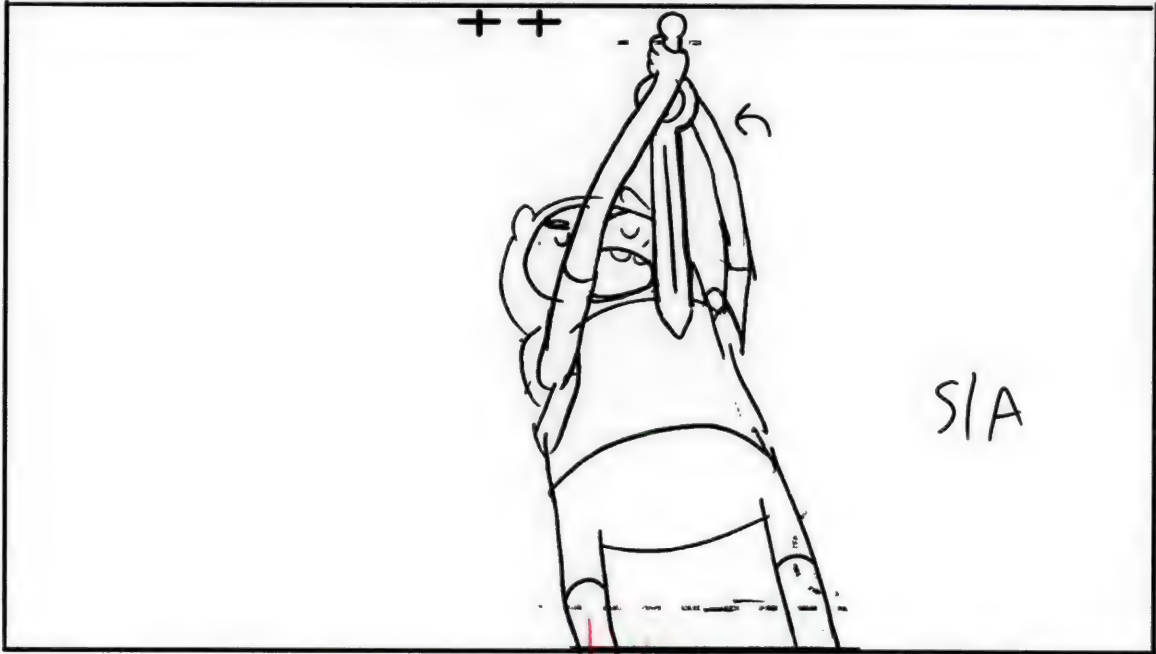
Bg.

ht

Sc. **128**

Pnl. **A**

Bg.



| |
|--|
| Dialog: |
| Action: <p>- MATCH CUT TO WAKING WORLD</p> <p>AUG 28 2015</p> |
| Timing: |

1034-231

EPISODE #
1034/231

Production:

ADVENTURE TIME

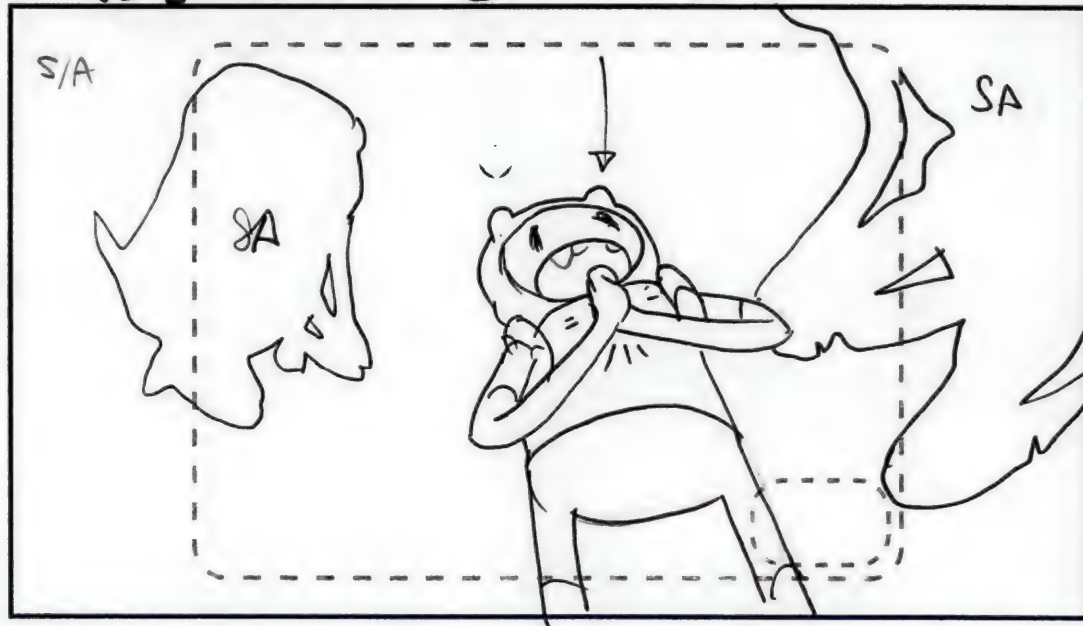


Page **151**

Sc. **128 cont** Pnl. **B**

Bg.

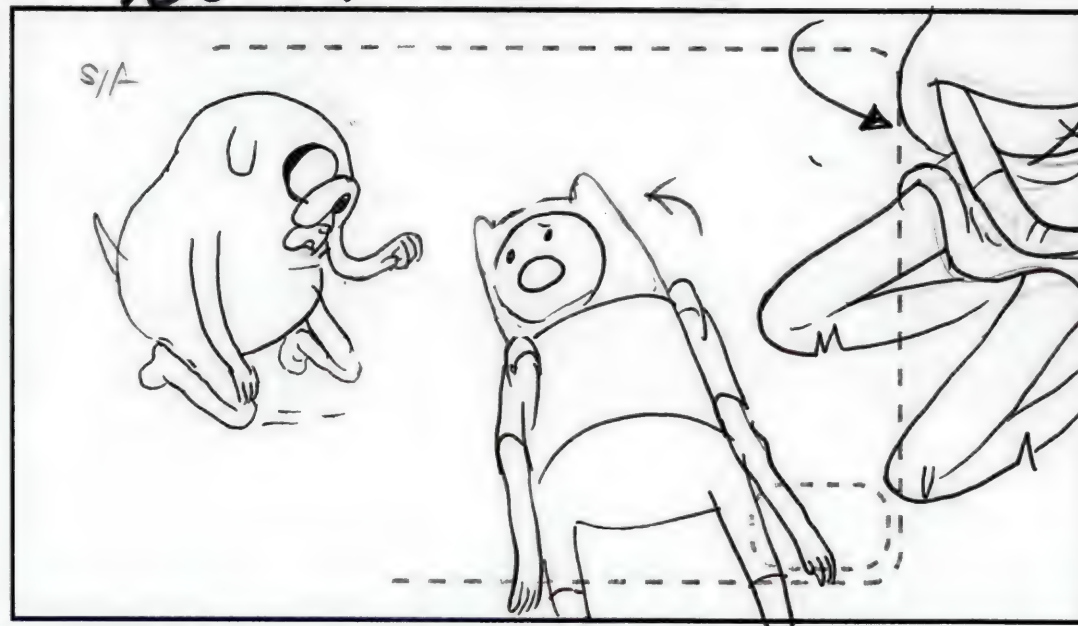
day night



Sc. **128 cont** Pnl. **C**

Bg.

day night



Dialog:

F/Ah!

Action:

F SUDDENLY WAKES UP,
MIMES THRUST.

Timing:

(B1)



(B2)



F/How long was I out?

J/Seven long, harrowing seconds!

- HW TURNS AROUND

AUG 28 2015

(C1)



1034-231

EPISODE #

1034/231

Production:

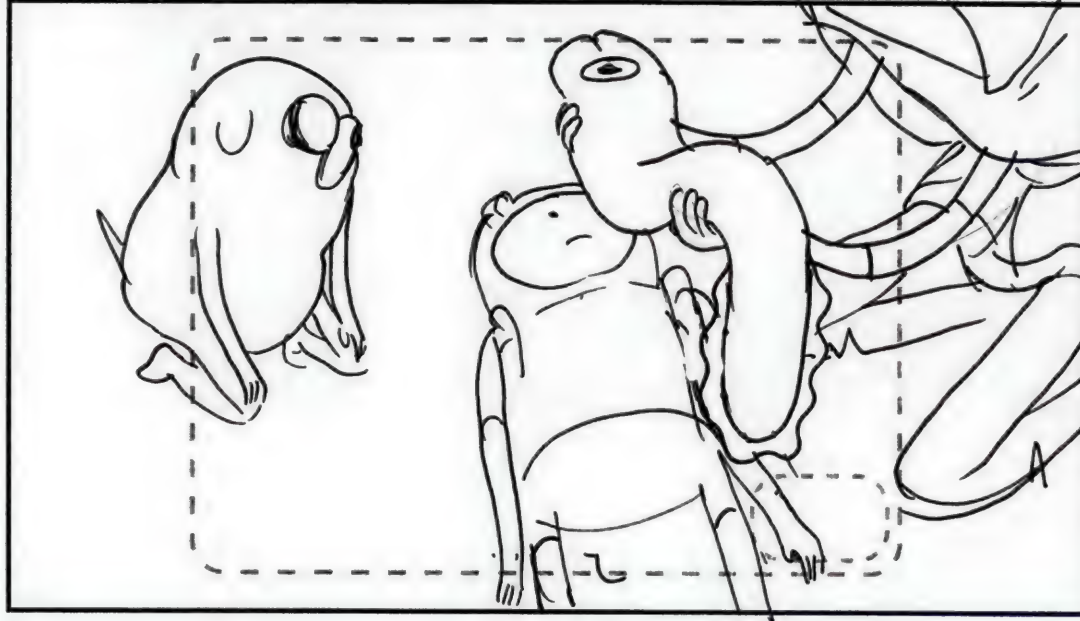
1034/231

ADVENTURE TIME

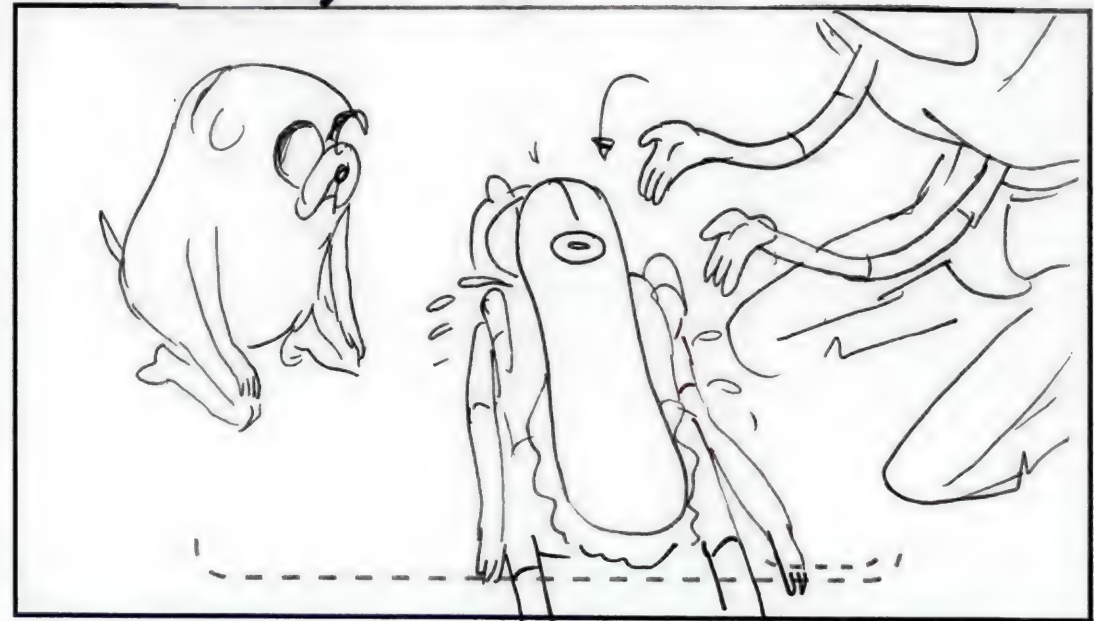


Page **152**

Sc. **128 cont** Pnl. **D** Bg. day night



Sc. **128 cont** Pnl. **E** Bg. day night



Dialog:

HW/Hold still.

SFX/SLAP

Action:

- HW LIFTS EEL ON/S.

- HW DROPS EEL ON FINN

AUG 28 2015

Timing:

EPISODE # 1034-231

Production:

1034/231

1034/231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

1034/231

ADVENTURE TIME

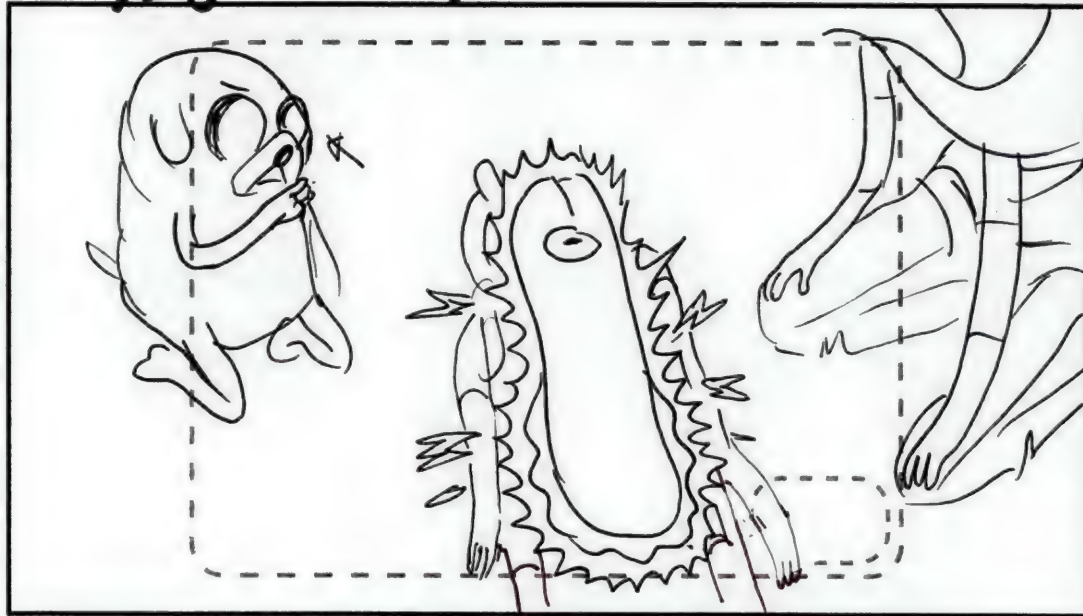


Page **153**

Sc. **128 cont** Pnl. **F**

Bg.

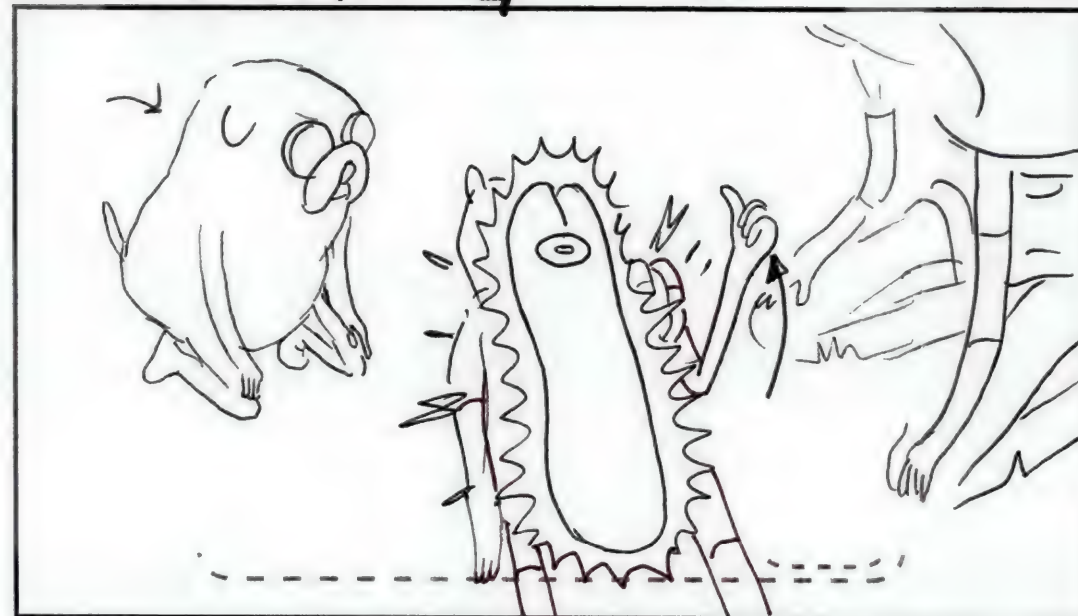
day night



Sc. **128 cont** Pnl. **G**

Bg.

day night



Dialog:

8FX/ BZZZZZZT →

r/ Yeah, feels fine!

Action:

- EEL TRIES TO SHOCK FINN.

AUG 28 2015

Timing:

EPISODE # 1034-231

Production:

1034/231

1034/231

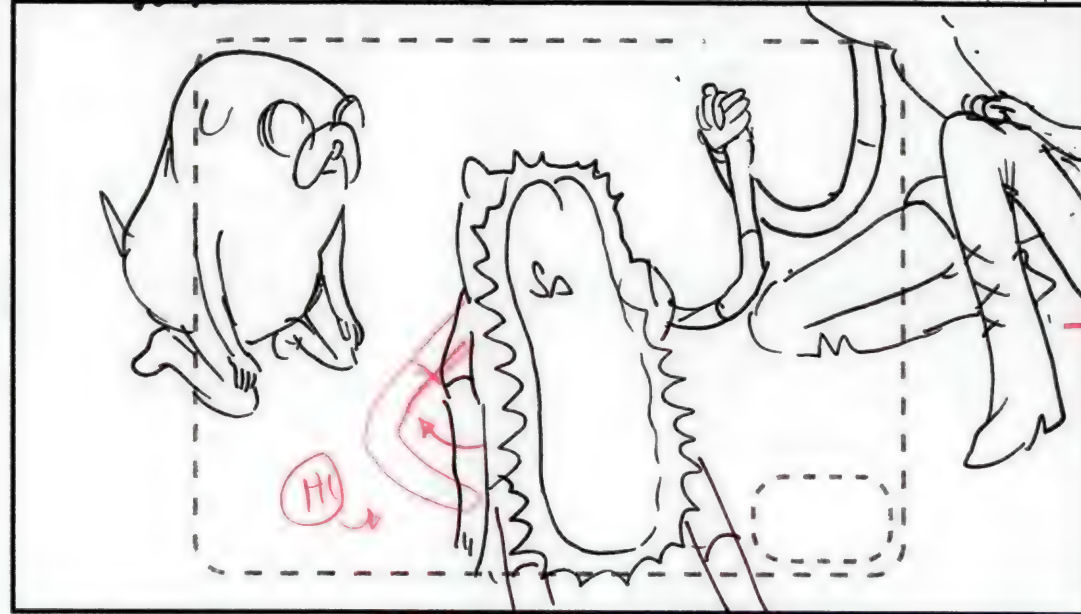
ADVENTURE TIME



Sc. **128 cont** Pnl. **H**

Bg.

day night

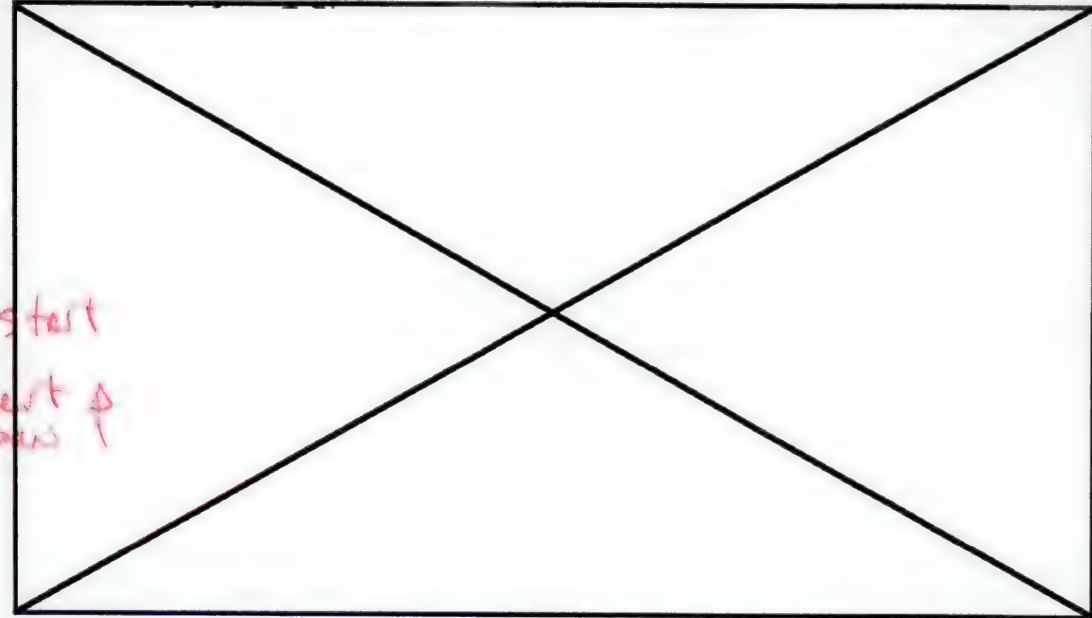


Sc.

Pnl.

Bg.

Page **154**
day **154A NEXT**



Dialog:

FW/ GREAT!

Action:

-FW GRABS FINN'S HAND.

Timing:

AUG 28 2015

EPISODE # **1034-231**

Production:

1034/231

1034/231

1034/231

1034/231

Sc. 128 *CONT* : T

Bg.

day night



ADVENTURE TIME



Page 154A
155 NEXT



Dialog:

HW/ Now we can hunt down the --

Action:

*- HW STANDS AND PULLS F UP.
EEL SLIDES OFF*

AUG 28 2015

Timing:

- adj. up with Finn

EPISODE # 1034-231

Production:

1034/231

1034/231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

1034/231

ADVENTURE TIME



Page **155**

| Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|
| | | | | |

| Sc. | Pnl. | Bg. | day | night |
|------------------|----------|-----|-----|-------|
| 128 cont. | J | | | |
| | | | | |

| | |
|----------------|----------------------------|
| Dialog: | HW/ -- THUNDER BOAR |
| Action: | |
| Timing: | |

AUG 28 2015

EPISODE # **1034-231**

Production:

1034/231

1034/231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

1034/231

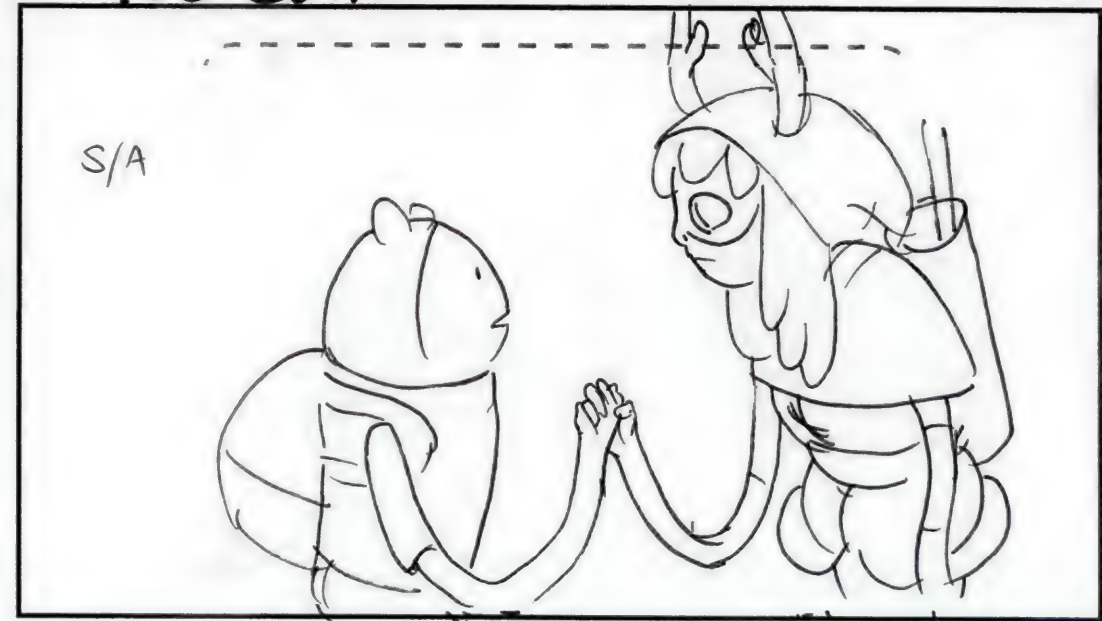
ADVENTURE TIME



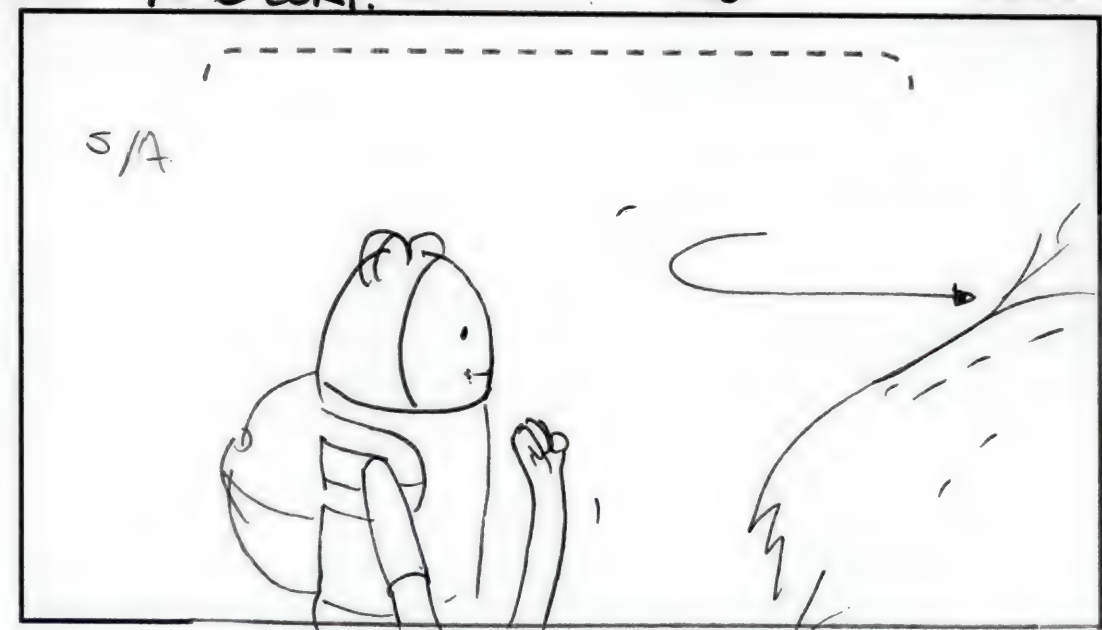
NO SC'S
129-130

Page 156
NO PG 157
day night

Sc. 128 CONT Pnl. K Bg. day night



Sc. 128 CONT Pnl. L Bg. day night



Dialog: 1 Oh yeah, the boar! HW/Try to stay focused.

Action:

Timing:



- HW TURNS AND WALKS OFF/S

AUG 28 2015



Production:

1034-231

EPISODE #

1034/231

1034/231

1034/231

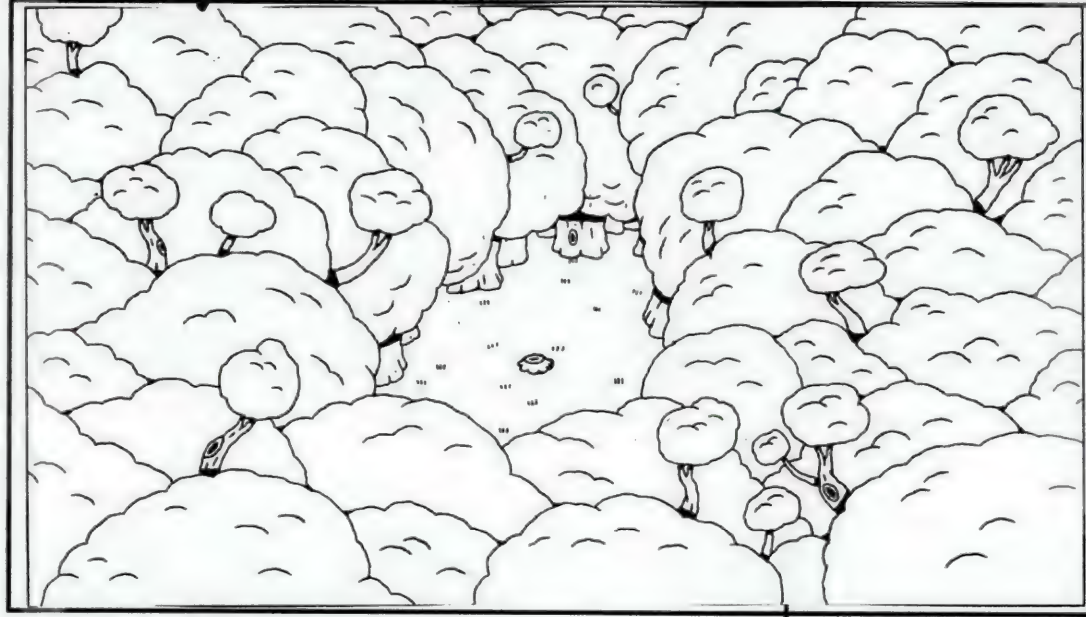
ADVENTURE TIME



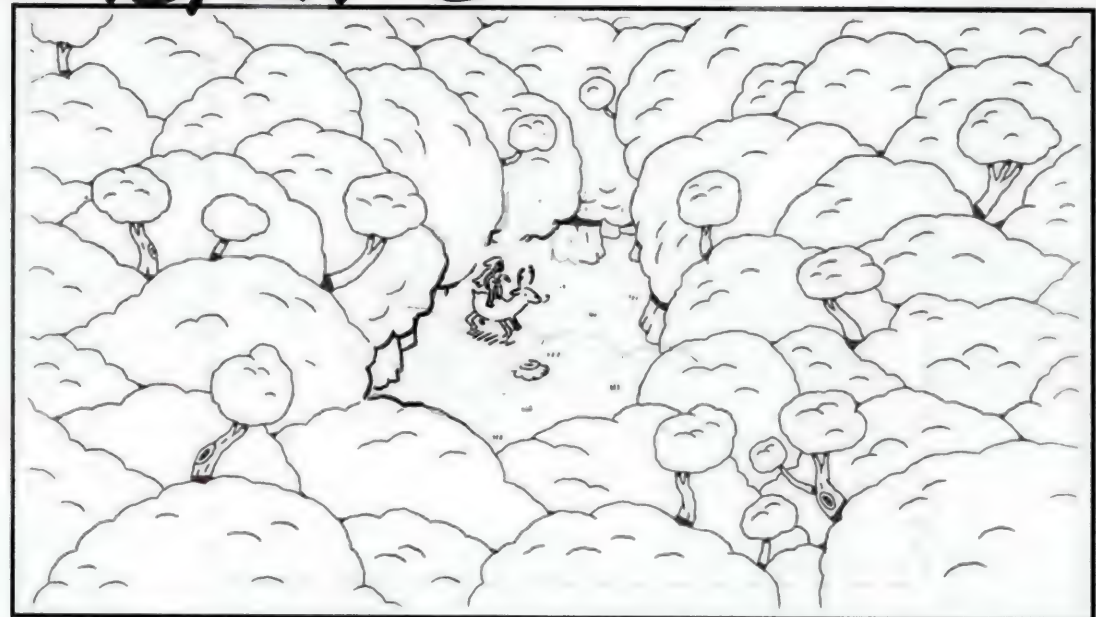
Prev. Pg156

Page **158**

Sc. **131** Pnl. **A** Bg. day night



Sc. **131 cont** Pnl. **B** Bg. day night



Dialog:

SFX: GALLOPING →
GROWING LAJDER

ID: B004 s17_906

Action:

CLEARING IN FOREST -

HW F+J GALLOP THRU
CLEARING

Timing:

AUG 28 2011



EPISODE # 1034-231

Production:

1034/231

1034/231

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 13/cont Pnl. C Bg. day night

Dialog:

Action:

Timing:

SFX: GALLOPING FADES

AUG 28 2015

1034-231
EPISODE #

Production:

1034/231

ADVENTURE TIME



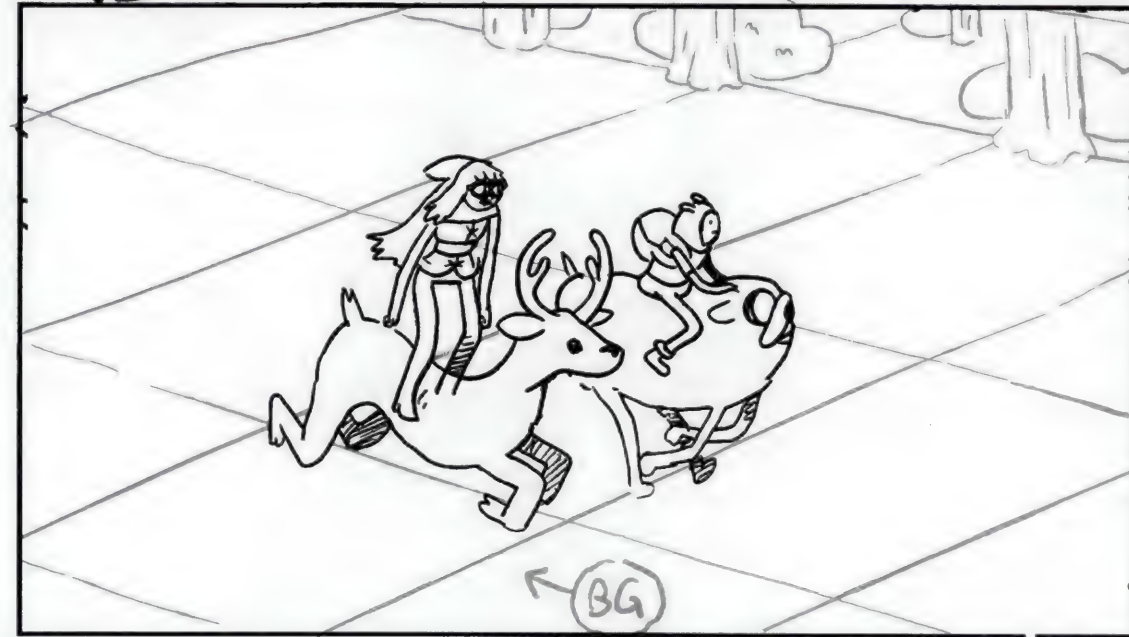
Page **160**

Sc. **132**

Pnl. **A**

Bg.

day night



Sc. **132 cont** Pnl. **B**

Bg.

day night



Dialog: MAGIC DOG,
HW/ WHAT DO YOU SMELL?

SFX: SNIFFING (LOUD, MAYBE WET)

Action:

Timing:



FINN LEANS BACK.
JAKE SNIFFS ON (A) (B) 2X
WITH HUGE NOSE



AUG 28



1034-231

EPISODE #

1034/231

Production:

1034/231

ADVENTURE TIME



Page **161**

Sc. **132 cont Pnl. C**

Bg.

it

Sc. **132 cont Pnl. D**

Ba.

day night



Dialog:

J/Mostly Finn! But also some kind of giant wild pig!

F/ there!

Action:

HW reaches up

Timing:

AUG 28 2011

HW puts foot up on deer's head, pulls out arrows from quiver



EPISODE # 1034-231

Production:

1034/231

1034/231

ADVENTURE TIME

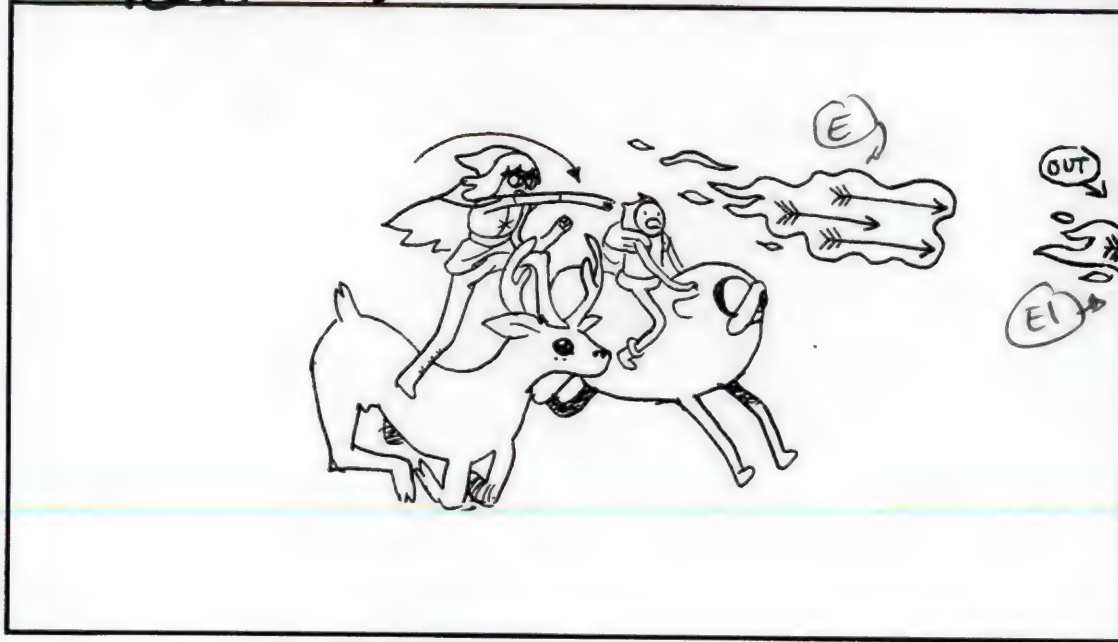


Page **162**

Sc. **132 cont Pnl. E**

Bg.

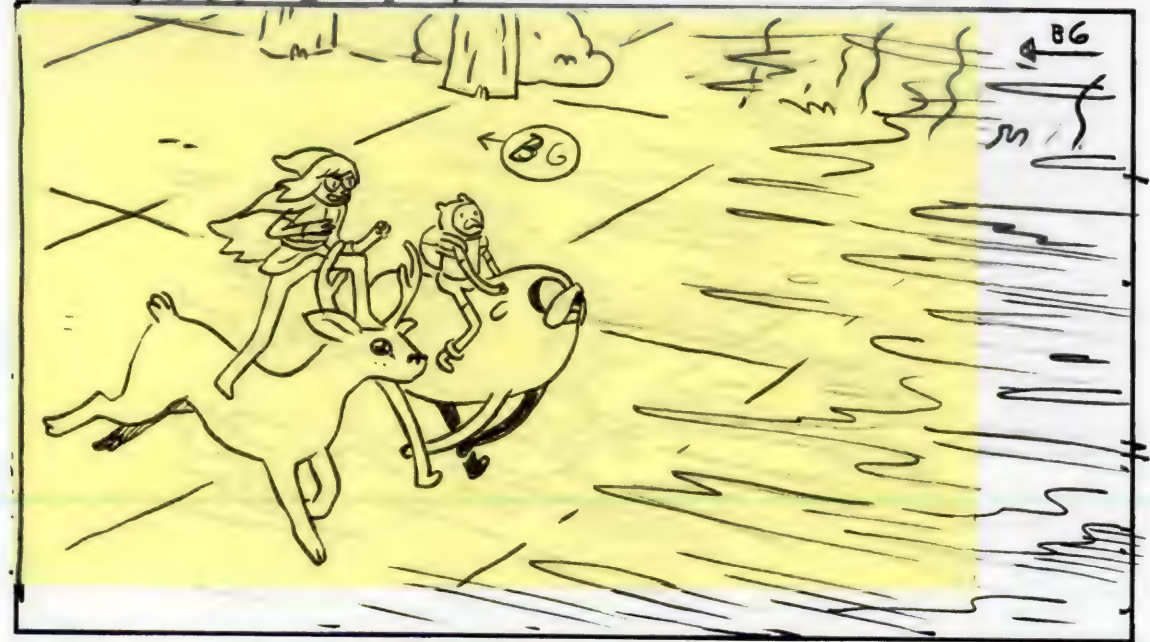
day night



Sc. **132 cont Pnl. F**

Bg.

day night



Dialog:

SFX:
WHOOOSH

Action:

fw throws arrows

WHIP PAN

AUG 28 2015

Timing:

EPISODE # **1034-231**

1034/231

Production:

1034/231

ADVENTURE TIME

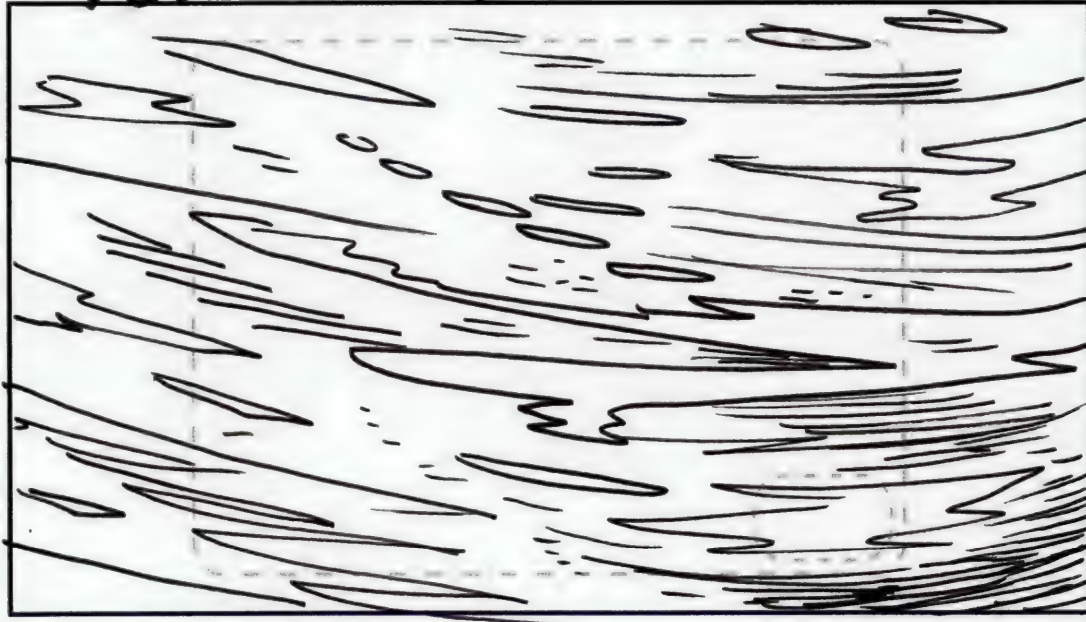


Page **163**

Sc. **132 cont** Pnl. **69**

Bg.

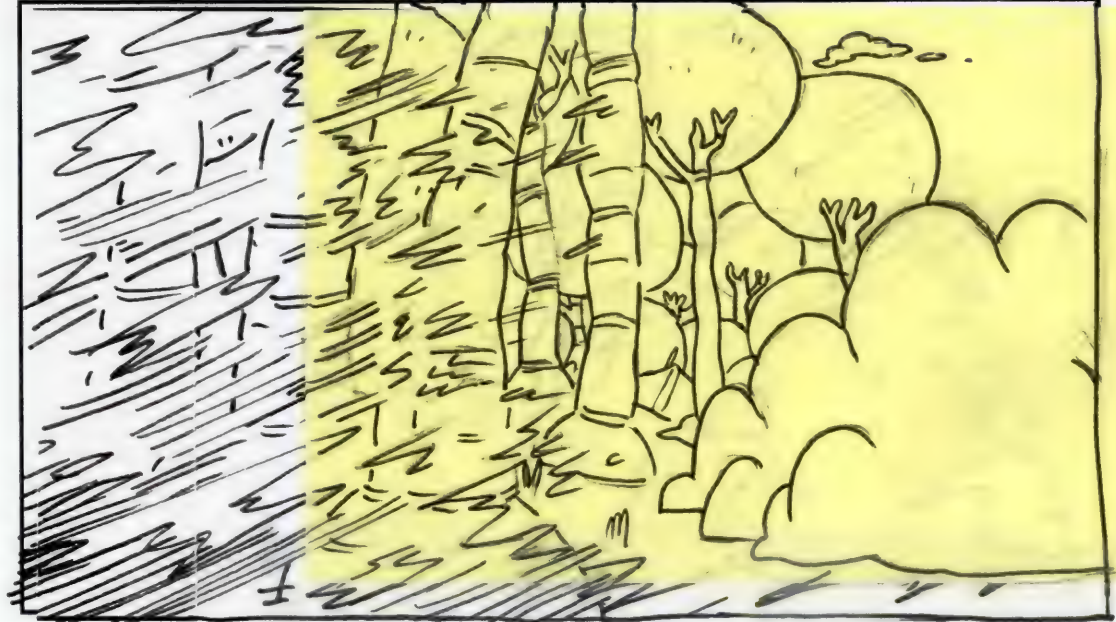
day night



Sc. **132 cont** Pnl. **H**

Bg.

day night



Dialog:

SFX : WOOOOSH HHH

Action:

WHIP PAN TO A GIANT CLOUD

AUG 28 2015

Timing:

EPISODE # 1034-231

1034/231

Production:

1034/231

ADVENTURE TIME

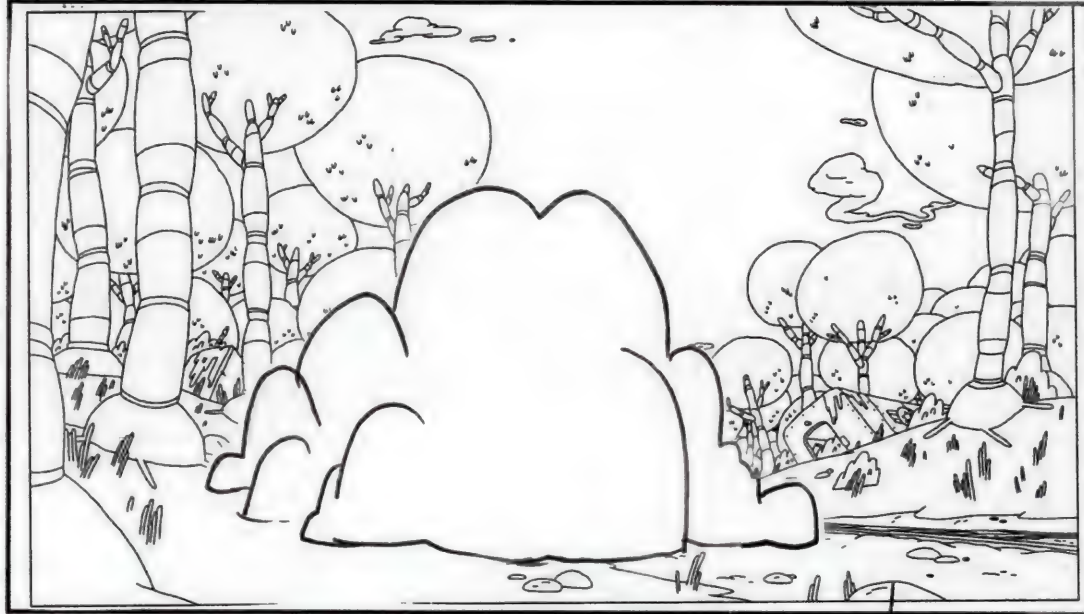


Page 164

Sc. 132 cont Pnl. 1

Bg.

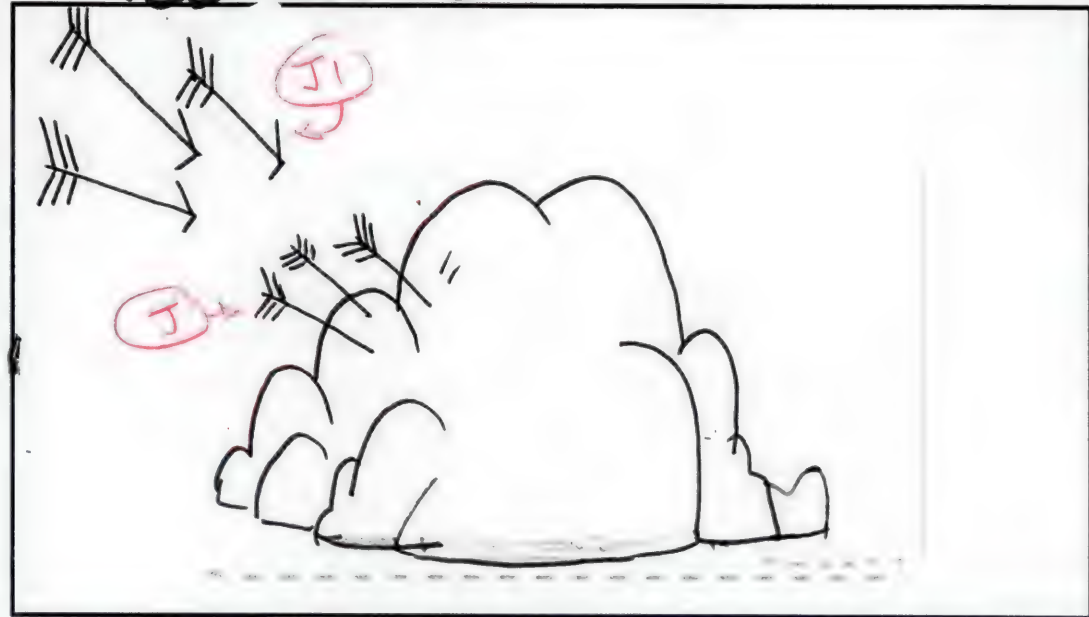
day night



Sc. 132 cont Pnl. J

Bg.

day night



Dialog:

BG: 30935074_134

SFX: THOK!
THOK! THOK!

Action:

- ARROWS FLY IN AND STICK INTO BOAR

AUG 28 2015

Timing:

EPISODE # 1034-231

Production:

1034/231

1034/231

ADVENTURE TIME

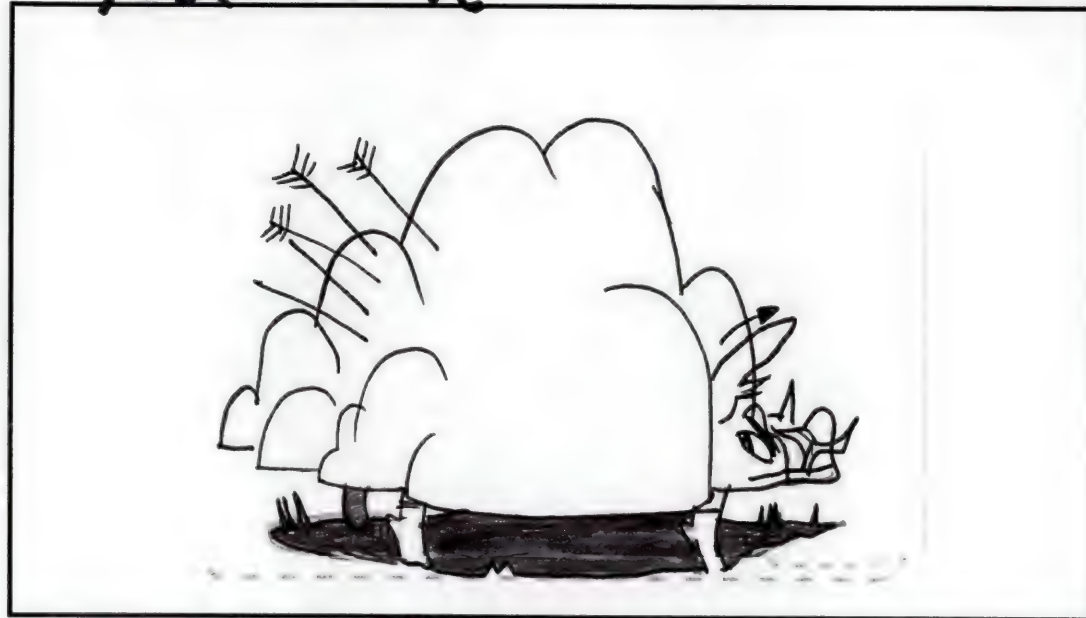


Page **165**

Sc. **132 cont Pnl. K**

Bg.

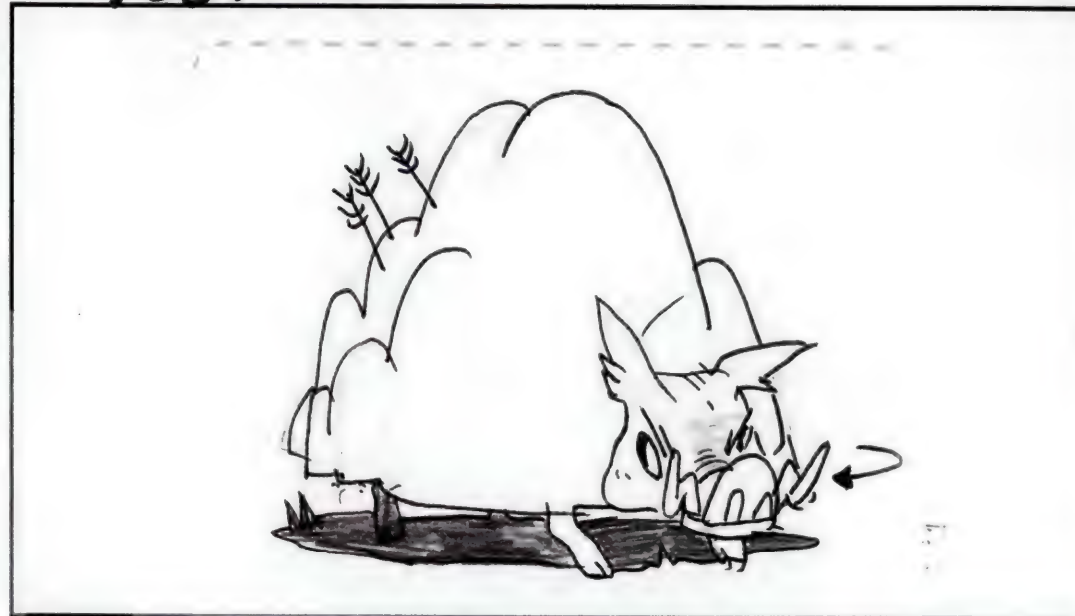
day night



Sc. **132 cont Pnl. L**

Bg.

day night



Dialog:

THUNDER BOAR : [SNORT]

Action:

BOAR STANDS, EARS COME OUT, EYES OPEN

URNS TOWARD HW + F + J

AUG 28 2015

Timing:

1034-231

EPISODE #

1034/231

Production:

1034/231

1034/231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

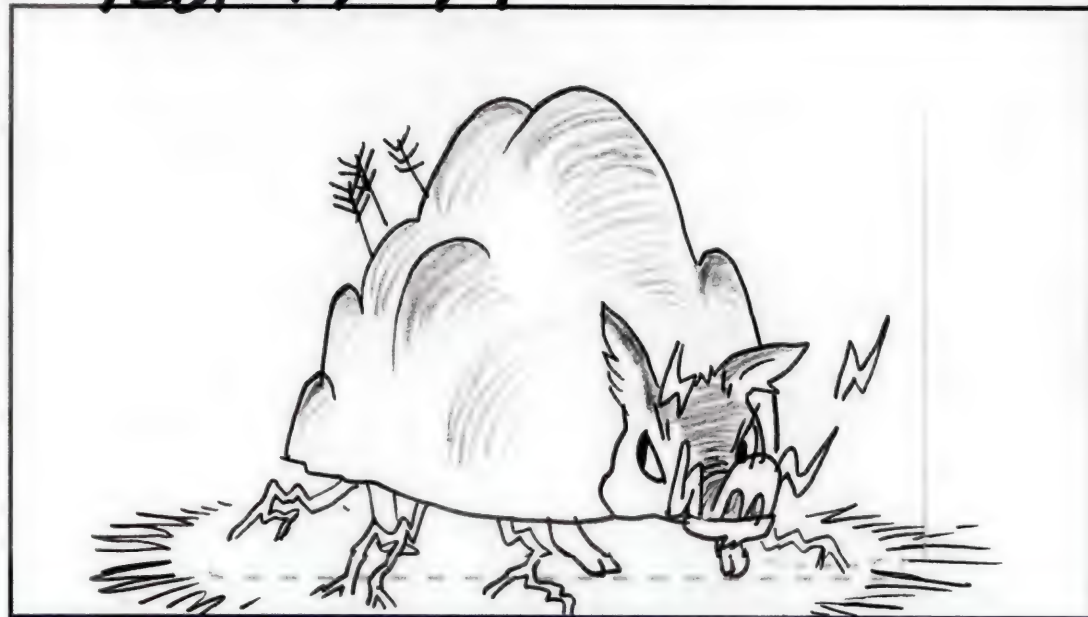


Page **166**

Sc. **132 cont** Pnl. **M**

Bg.

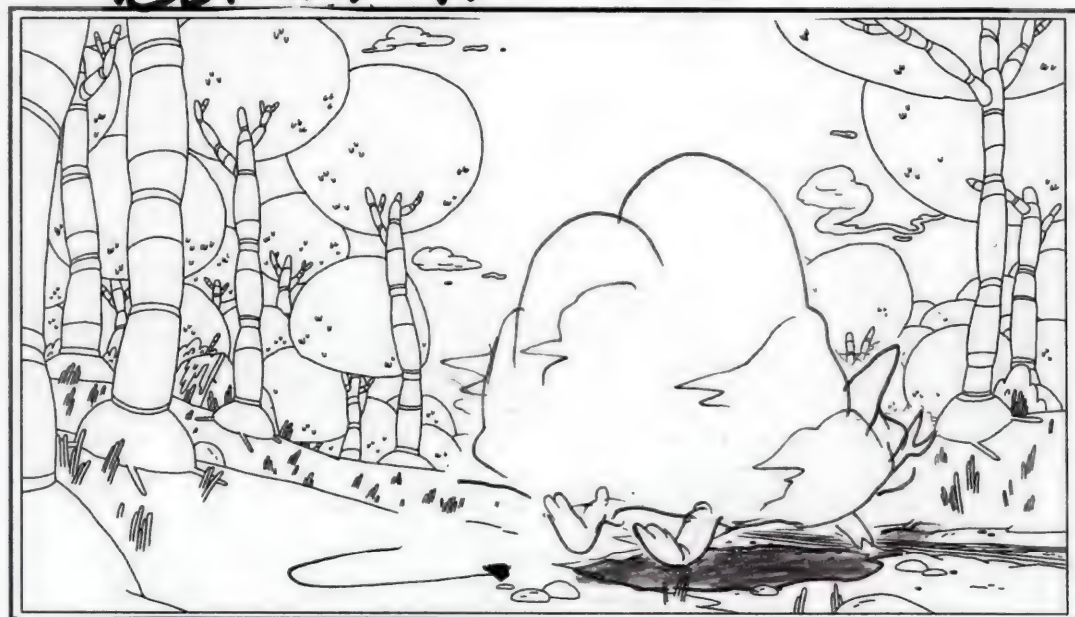
day night



Sc. **132 cont** Pnl. **N**

Bg.

day night



Dialog:

SFX: **BOOM! RUMBLE!**

Action:

TURNS AND RUNS OFF INTO DISTANCE

AUG 28 2015

Timing:

EPISODE # **1034-231**

Production:

1034/231

1034/231

1034/231

ADVENTURE TIME



Sc.

132 cont. nl. 0'

Bg.

day night

Sc.

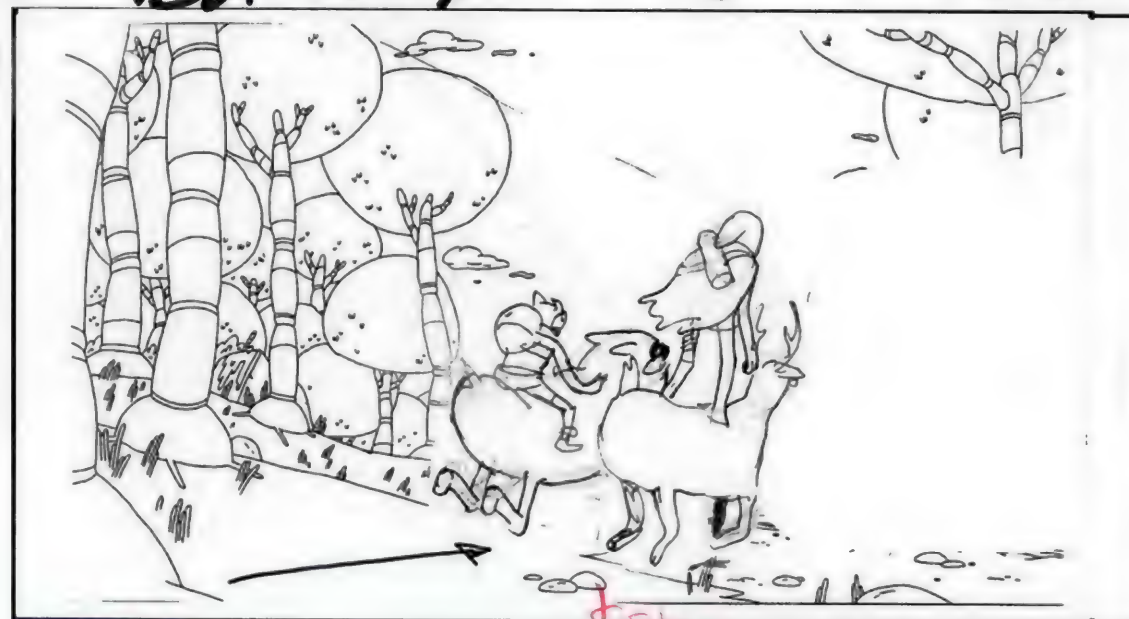
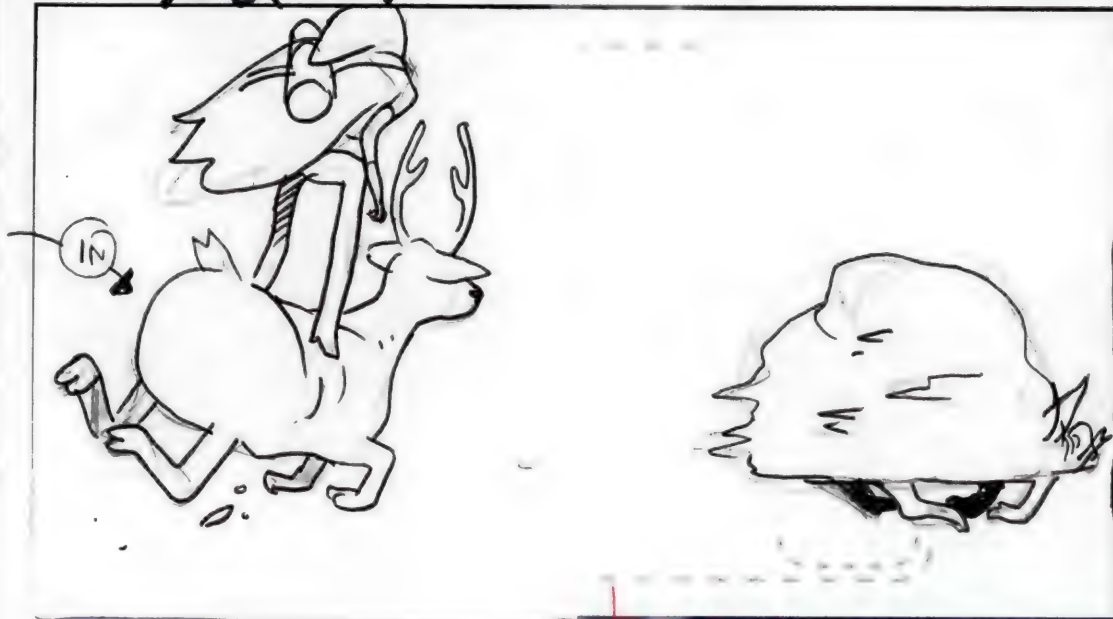
132 cont. nl. 1

Bg.

Page

day night

167
167A NEXT



Dialog:

Action:

HW RIDES INTO FRAME

- FINN + HW BOTH PURSUE BOAR

AUG 28 2015

Timing:

1034-231

EPISODE #

1034/231

Production:

1034/231

ADDL. STREAKING FOR FOREST BG, SC. 132 REF.

Sc. 167a
168NEXT



AUG 28 2015

1034-231

1034/231

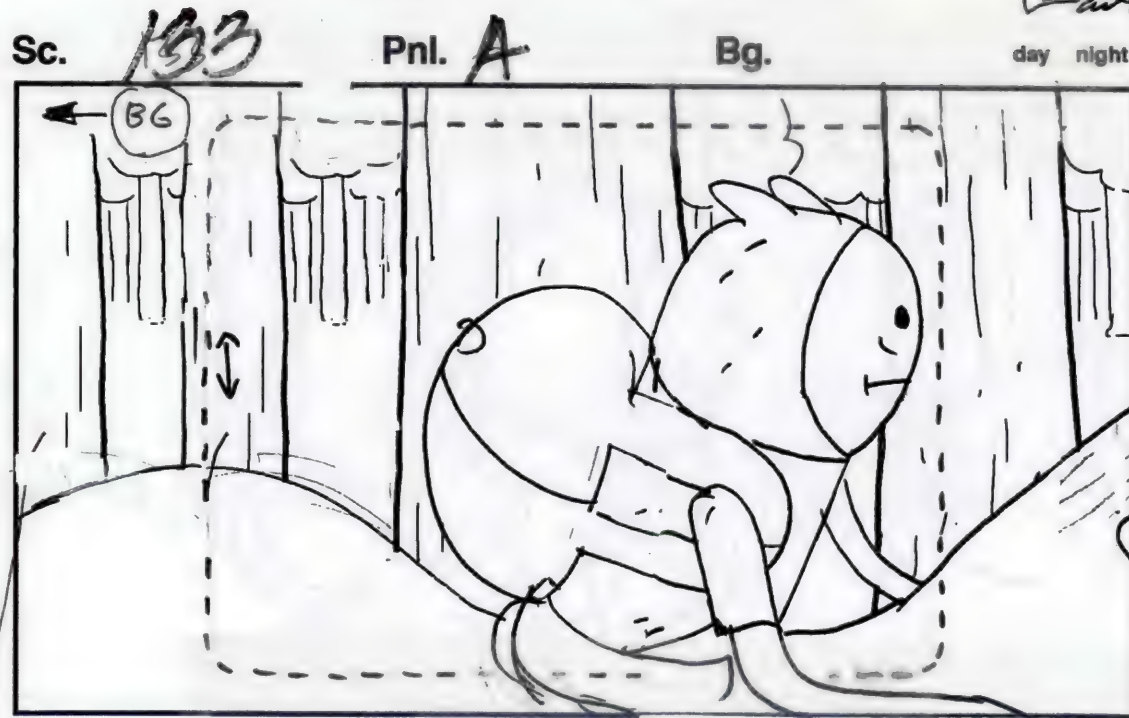
1034/231

1034/231

ADVENTURE TIME



Page **168**



Dialog:

E/JAKE'S JOKING! I SMELL FINE!

Action:

BG: Looping pan of B021s009_162

AUG 28 2011

Timing:

EPISODE # **1034-231**

1034/231

Production:

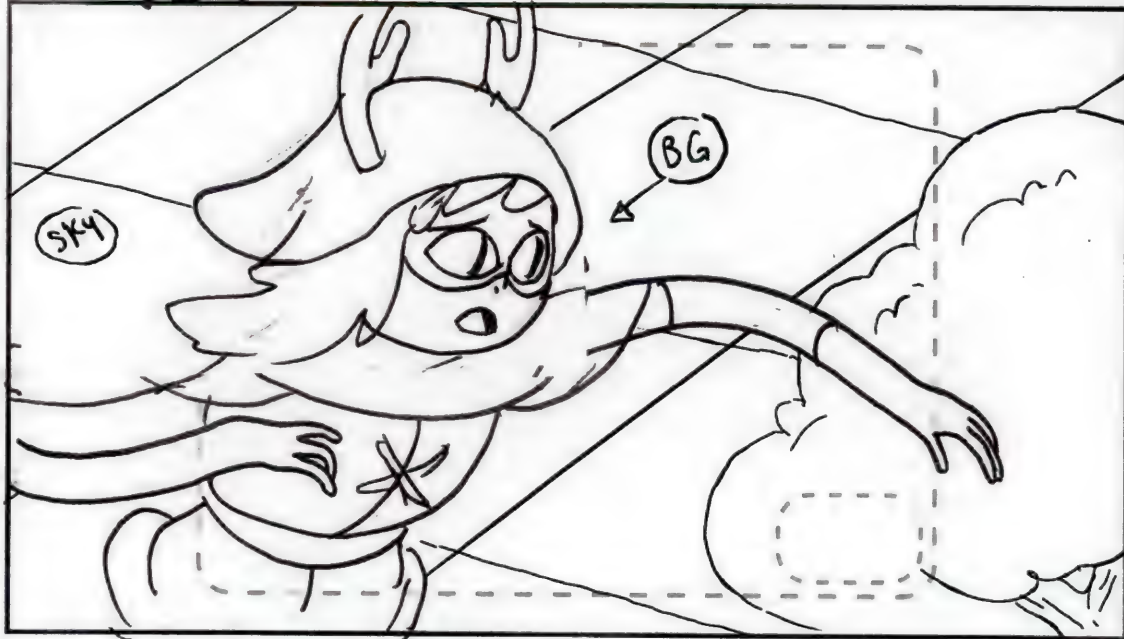
1034/231

ADVENTURE TIME



Page 169

Sc. 134 Pnl. A Bg. day night



Sc. 134 cont Pnl. B Bg. day night



HW/ What?

HW: Focus on that prey dude..

Action:

AUG 28 2015

Timing:

EPISODE # 1034-231

Production:

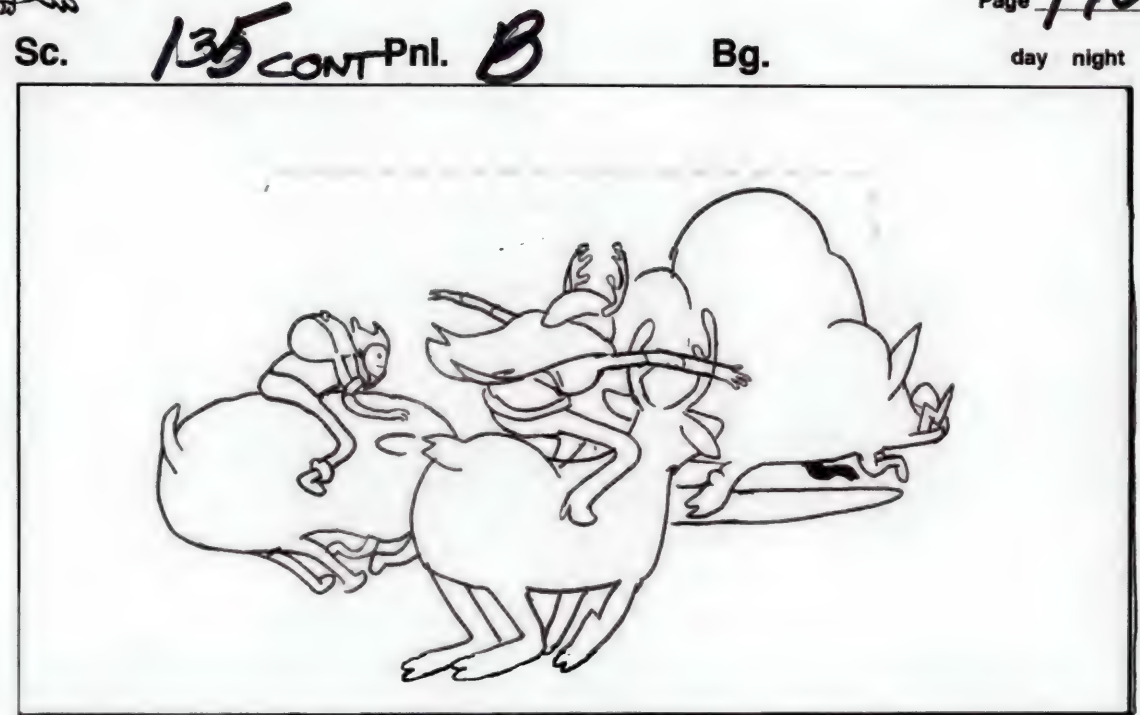
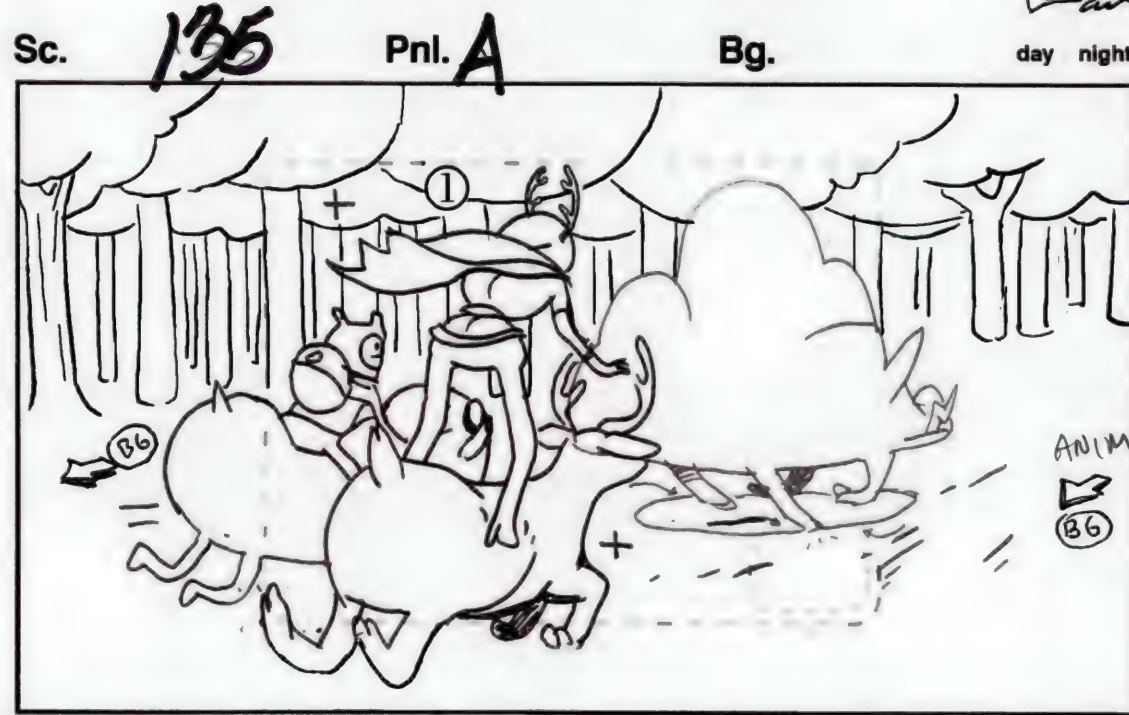
1034/231

1034/231

ADVENTURE TIME



Page **170**
day night



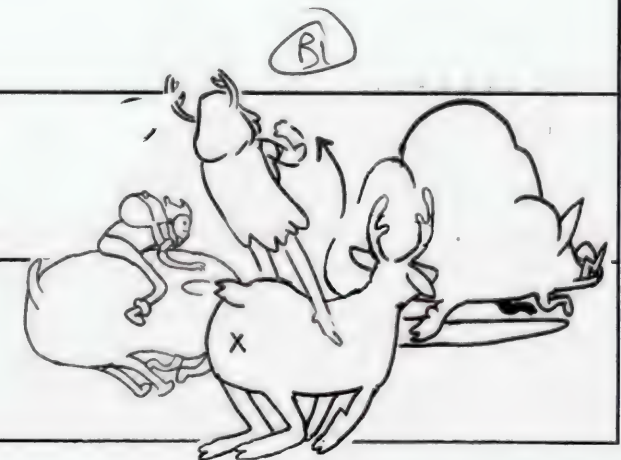
Dialog:

AUG 8 2015

Action:
HW, FINN, BOAR ALL RUN
(SEE NEXT PAGE)

Timing:

HW GAINS ON



1034-231

LEISURE #

1034/231

Production:

1034/231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

1034/231

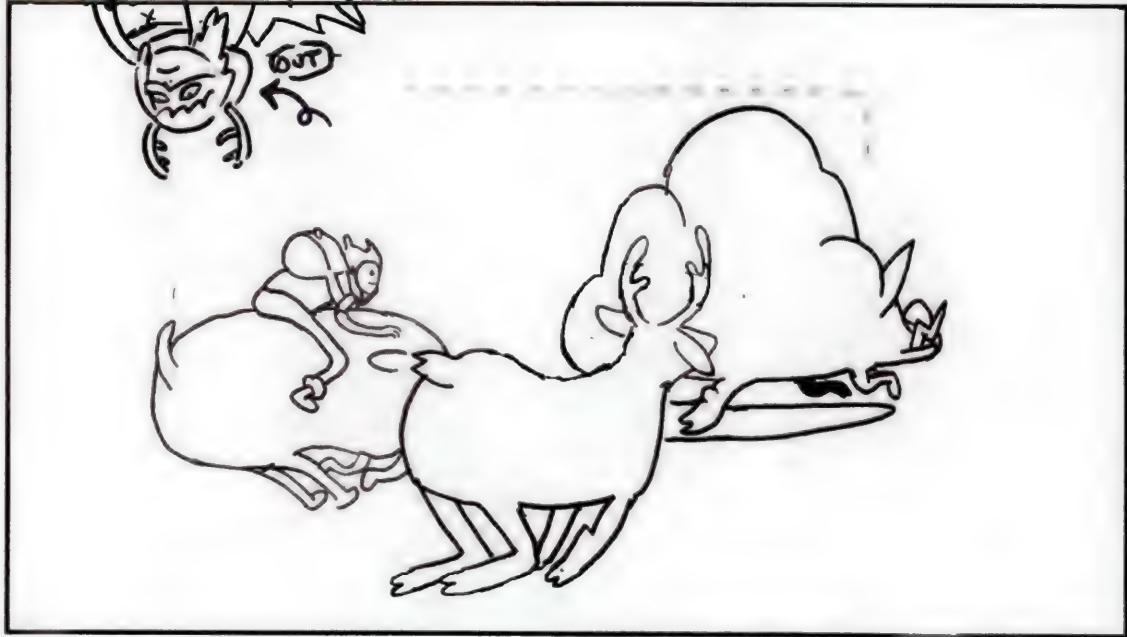
ADVENTURE TIME



Sc. **BB CONT** Pnl. **C**

Bg.

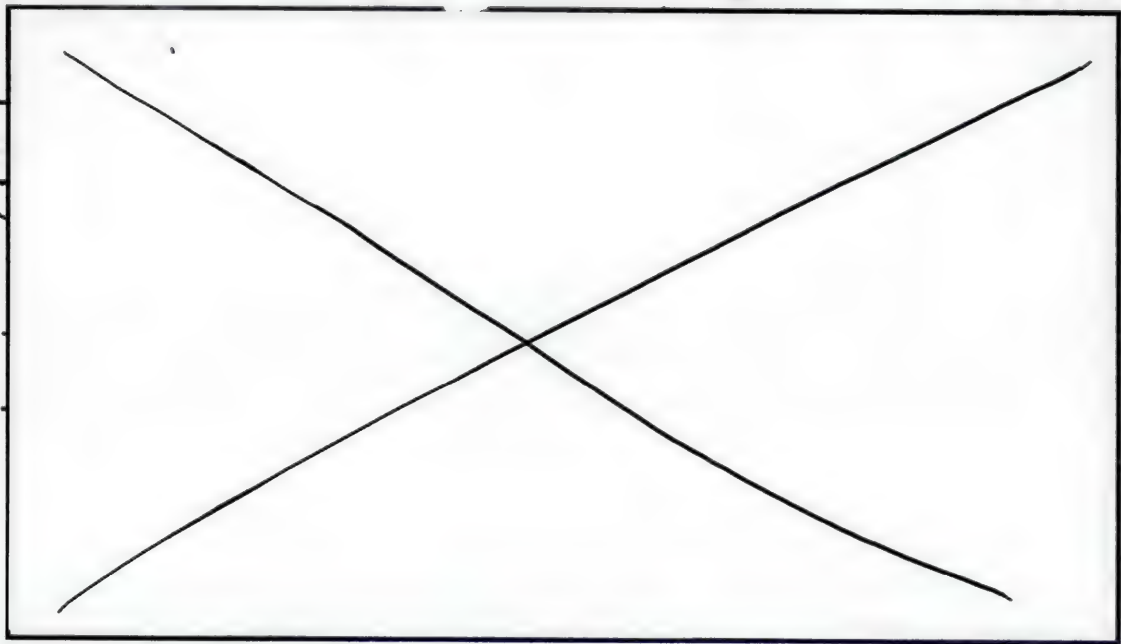
day night



Sc.

Pnl.

Bg.



Page **17**
da night **ITIANEXT**

| | |
|---------------------------------------|--|
| Dialog: | |
| Action: HW JUMPS BACKWARD OFF DEER | |
| Timing: | |

AUG 28 2015

1034-231

EPISODE #

1034/231

Production:

1034/231

©2015 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



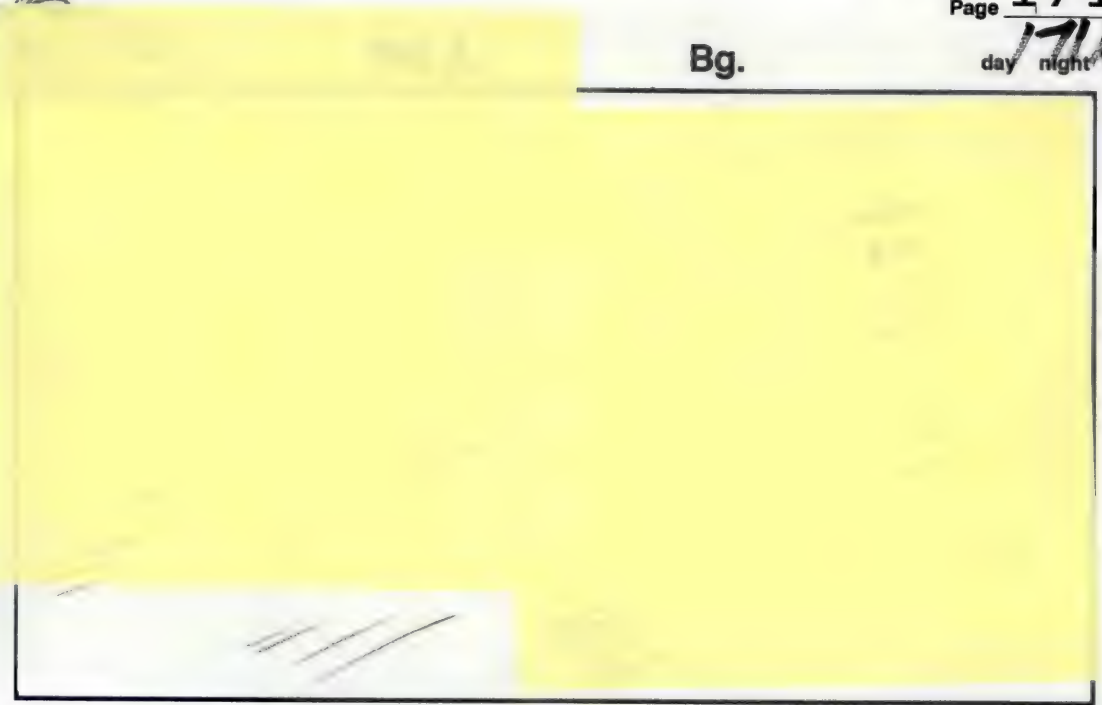
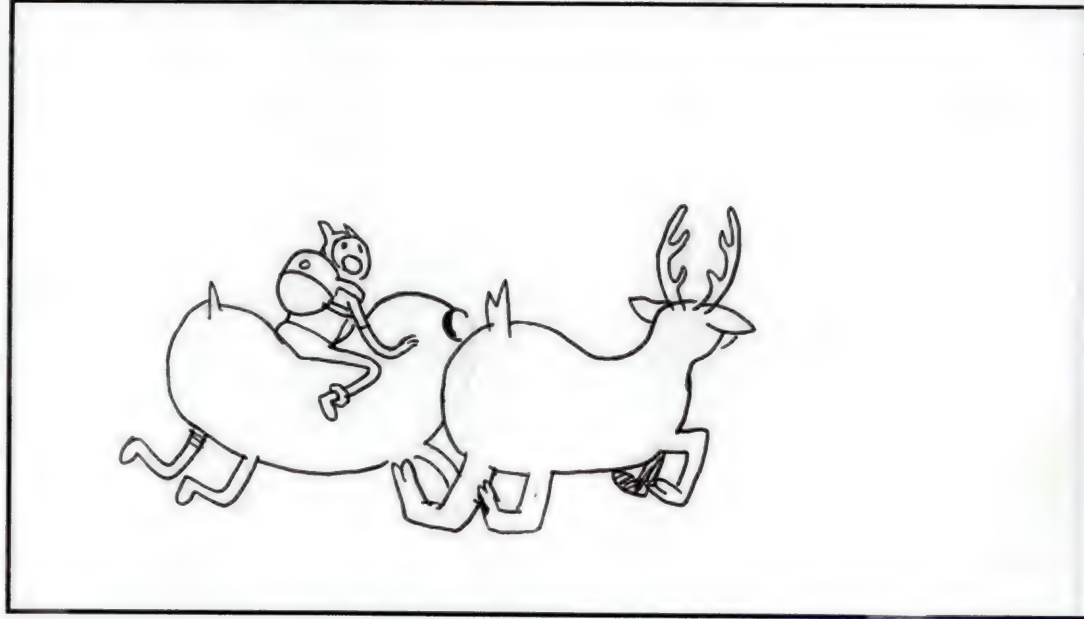
Sc. **135 CONT** Pnl. **D**

Bg.

day night

Bg.

Page **171A**
day night **171B NEXT**



Dialog:

Action:

Timing:

AUG 9 8 23 AM

1034-231

EPISODE #

1034/231

Production:

1034/231

REFERENCE RUN POSES FOR F, HW, BOAR

Pg171B
171C NEXT



- Deer bounces up
- Cape, hood, arms, tail, ears bounce down
- Hw's knees bend out

- Deer bounces down
- Cape, hood, arms, tail, ears bounce up
- Hw knees bend in
- Back hooves make contact

A B C D

-Front hooves make contact



AUG 28 2015

BOAR
A B
C D

1034/231

1034-231

1034/231

1034/231

1034-231

1034/231

AUG 08 2015

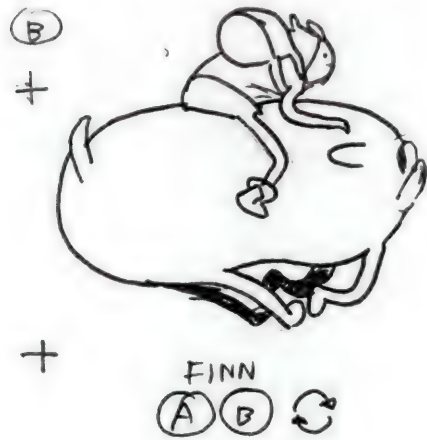
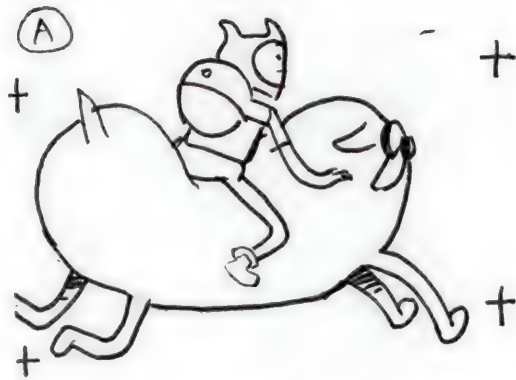
15

PROF. AS A MATE

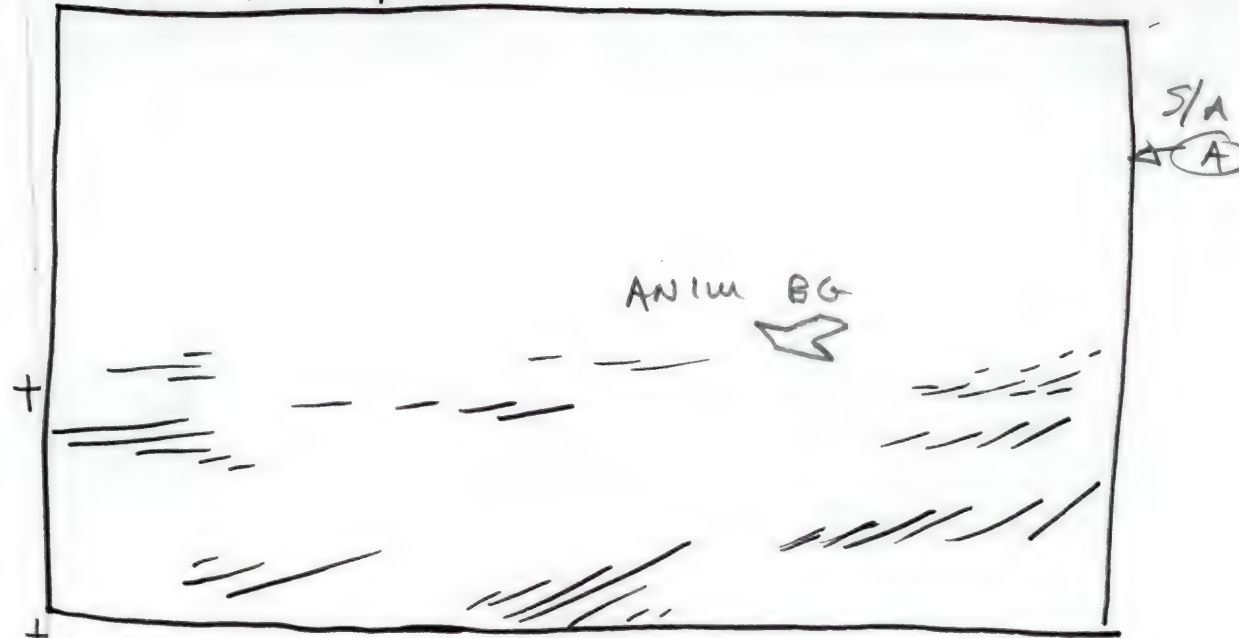
DEAR, I THOUGHT

1034/231

FIELD STREAKING



FINN
(A) (B) (C)



1034/231

ADVENTURE TIME



Page 171 D
172 NEXT
day night

Sc. _____ Pnl. _____ Bg. _____ day night

Sc. 136 Pnl. A day night

Dialog:

Action:

Timing:

AUG 28 2015

1034-231

EPISODE #

Production:

1034/231

1034/231

ADVENTURE TIME

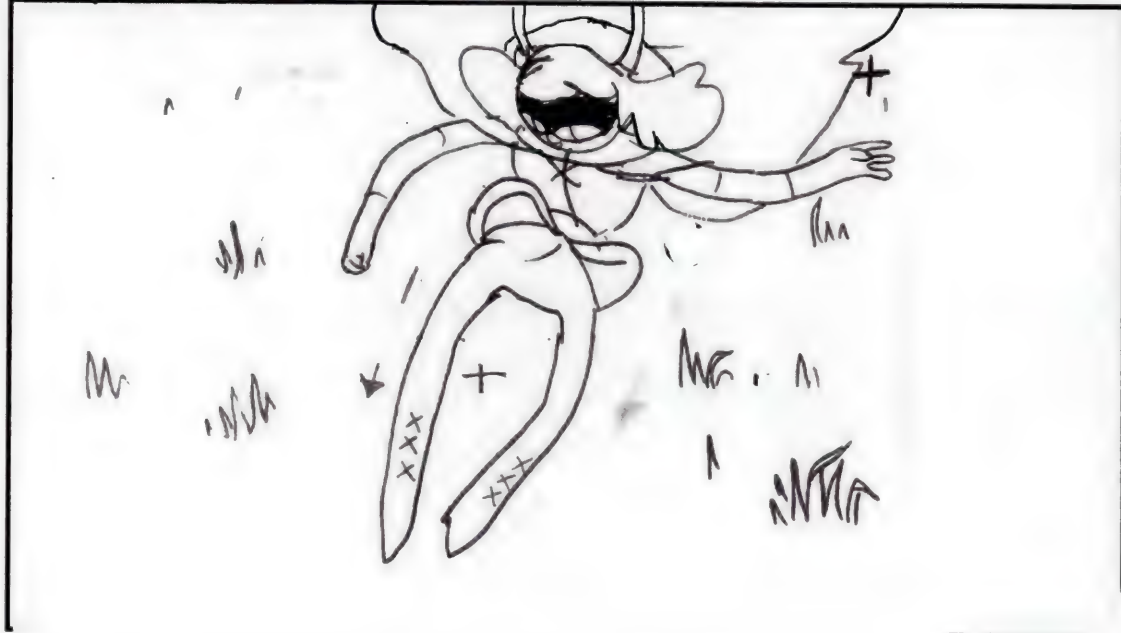


Page **172**
day night

Sc. **136 cont** Pnl. **B**

Bg.

day night



Sc. **136 cont** Pnl. **C**

Bg.

day night



Dialog:

SFX: WHUMP

Action:

HW LANDS HARD IN GRASS

H/U:

Timing:



SFX: WOOGHH

- HW CASTS SPELL INTO GRASS
AUG 28 2015

EPISODE # 1034-231

1034/231

Production:

1034'231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page **173**

Sc. **136 cont.** Pnl. **D**

Bg.

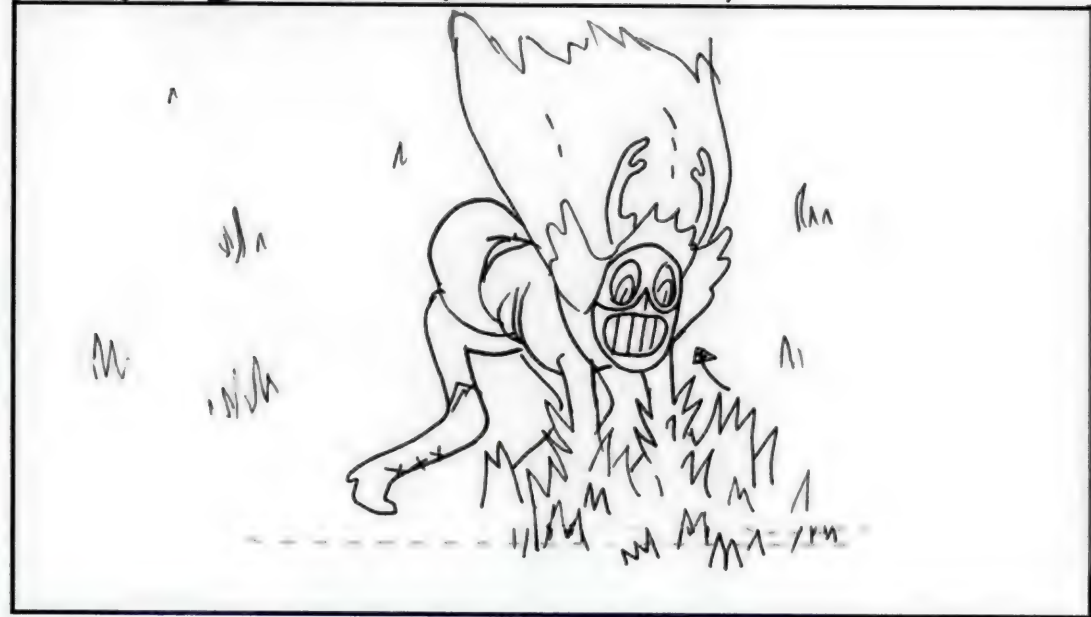
day night



Sc. **136 cont.** Pnl. **E**

Bg.

day night



Dialog:

HW: [STRAIN]

Action:

AUG 28 2015

Timing:

1034-231

EPISODE #

1034/231

Production:

1034/231

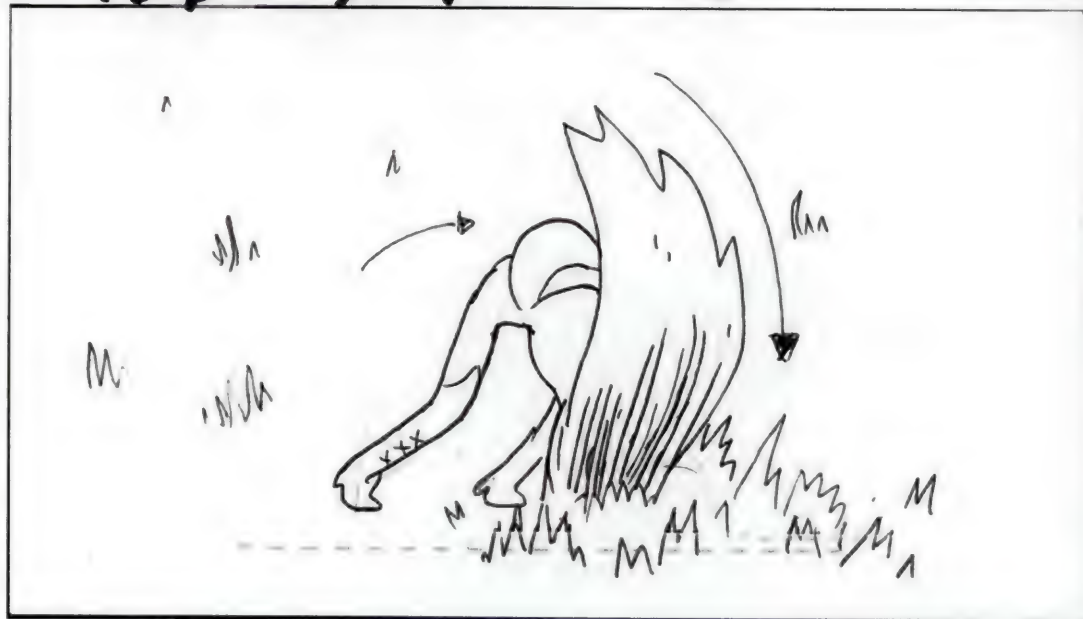
ADVENTURE TIME



Sc. **136 cont** Pnl. **F**

Bg.

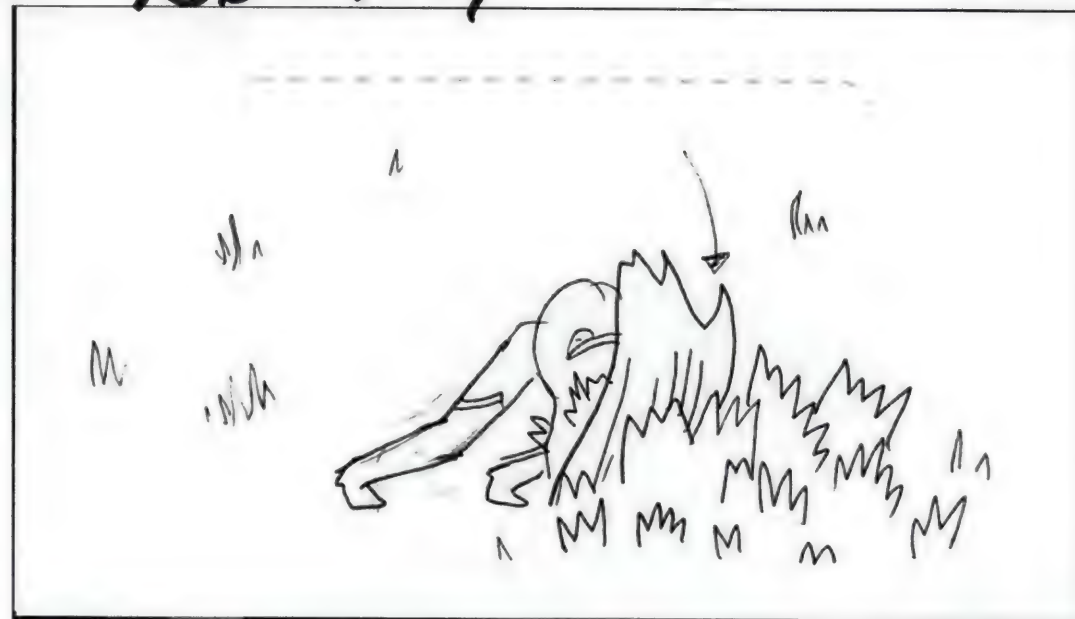
day night



Sc. **136 cont** Pnl. **G**

Bg.

day night



Dialog:

SFX: * SHYUUUUU *

Action:

-FW MERGES INTO GRASS

AUG 28 2015

Timing:

EPISODE # 1034-231

1034/231

Production:

1034/231

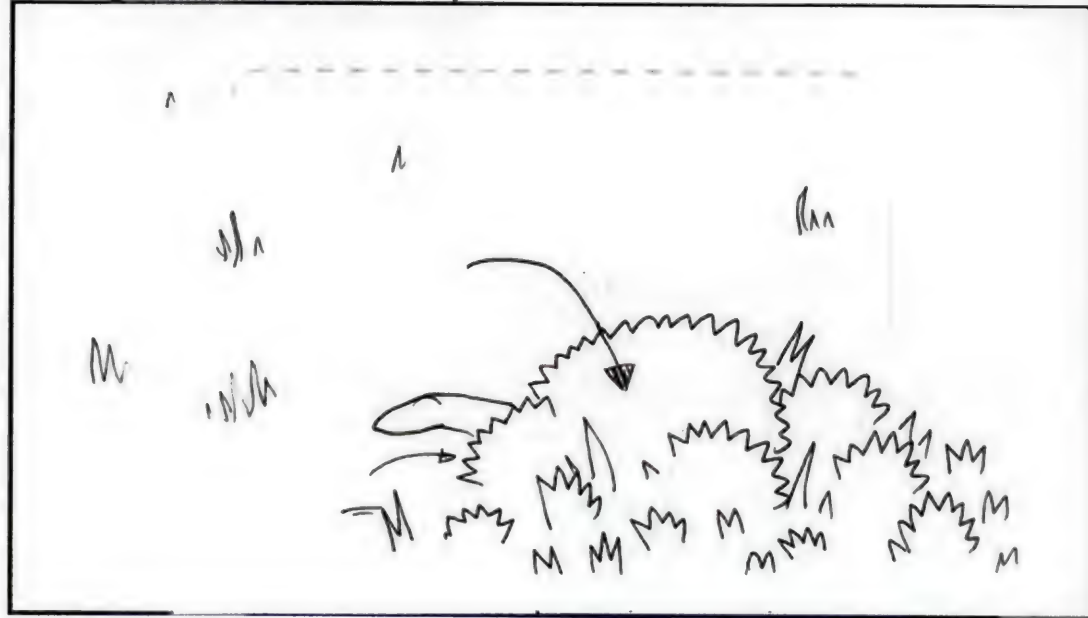
ADVENTURE TIME



Sc. **136 cont Pnl. H**

Bg.

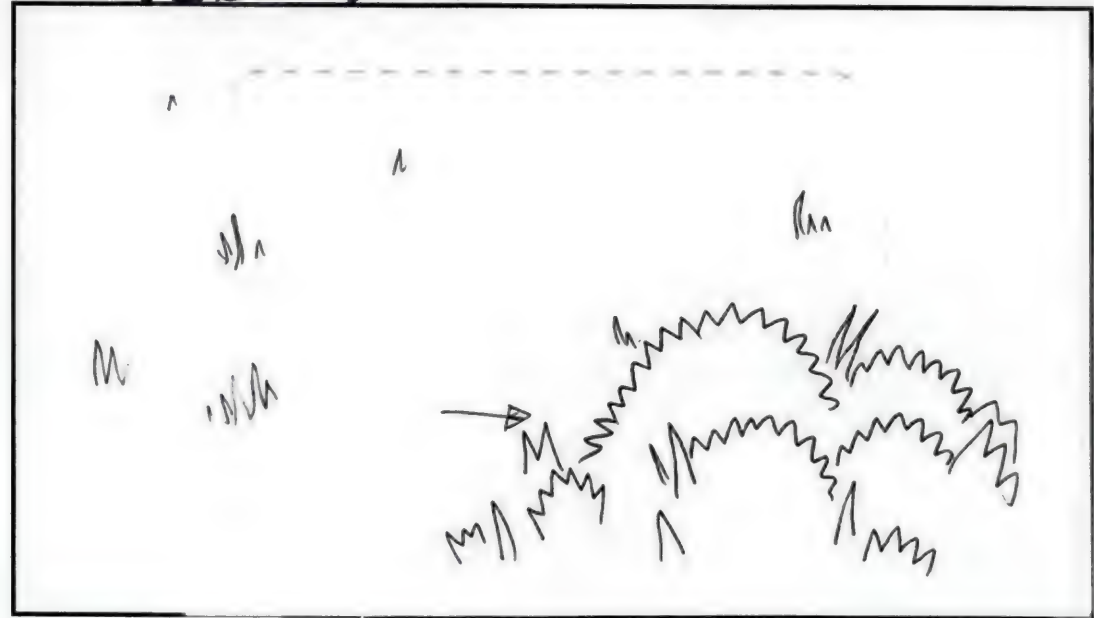
day night



Sc. **136 cont Pnl. I**

Bg.

day night



Dialog:

Action:

— GRASS LUMP MOVES RIGHT

AUG 28 2015

Timing:

EPISODE # 1034-231

Production:

1034/231

1034/231

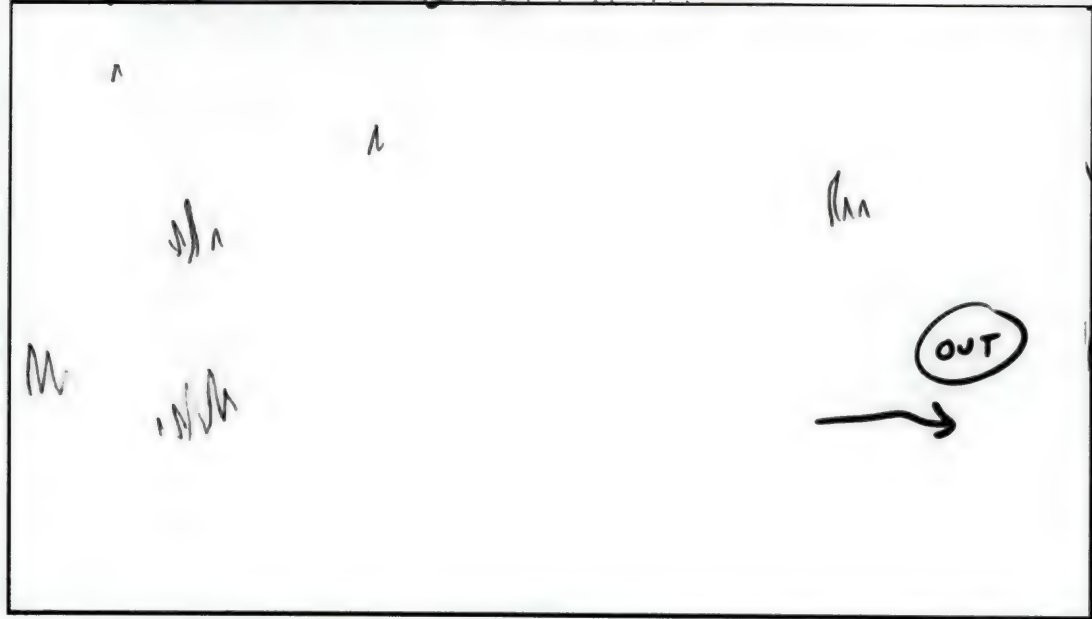
ADVENTURE TIME



Sc. 136 cont Pnl J

Bg.

day night

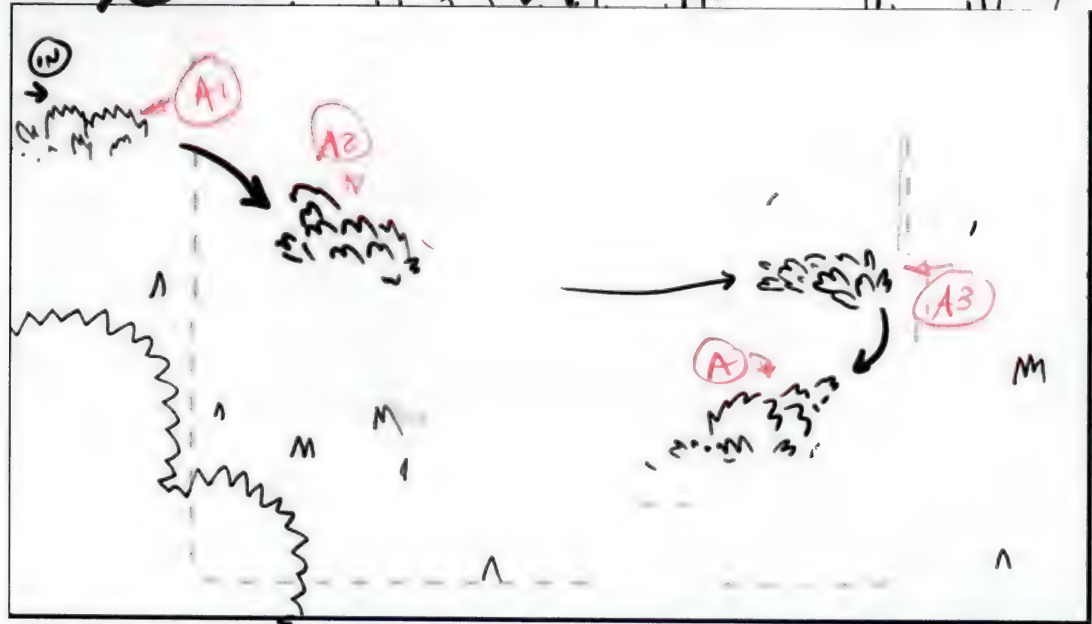


Sc. 136A

Pnl. A

Bg.

Page 176 day night



Dialog:

Action:

AUG 28 2015

Timing:

EPISODE # 1034-231

Production:

1034/231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

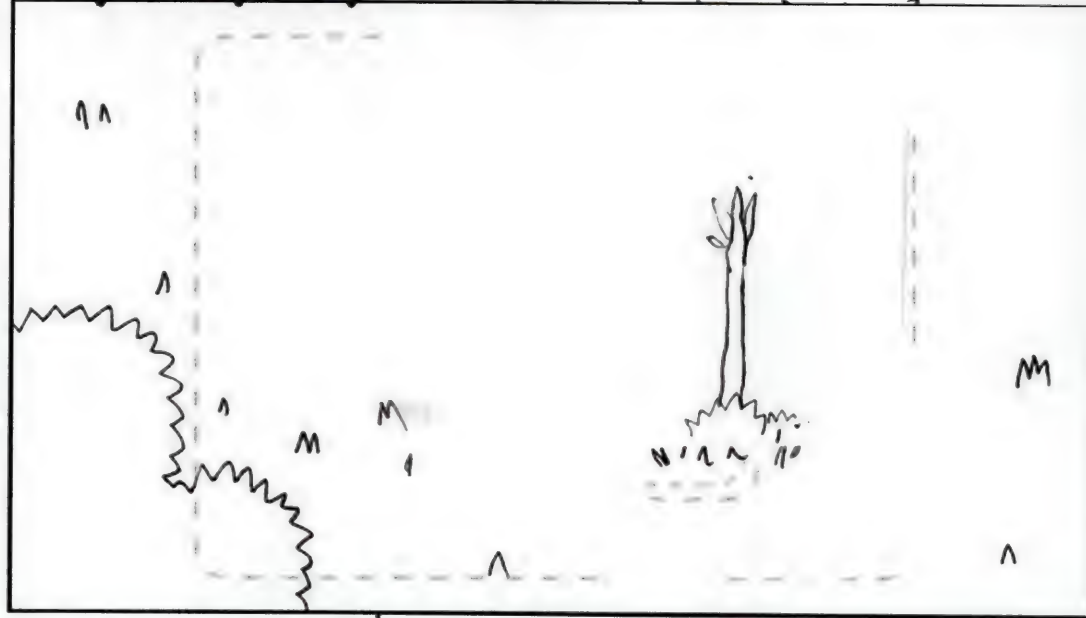
ADVENTURE TIME



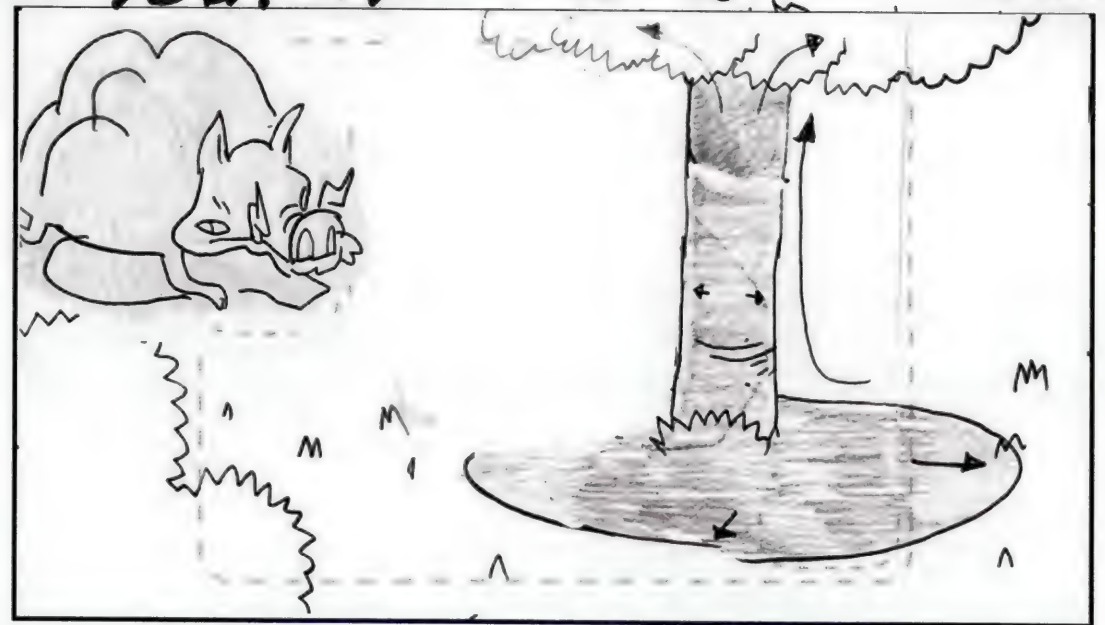
Next Pg 179

Page 177
No Pg 178

Sc. 136A cont nl. B Bg. day night



Sc. 136A cont nl. C Bg. day night



Dialog:

Action:

Timing:



AUG 8 2015

EPISODE # 1034-231

1034/231

Production:

1034/231

1034/231

ADVENTURE TIME



Prev Pg 177

Page **179**

| Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|
| | | | | |

| Sc. | Pnl. | Bg. | day | night |
|-------------------|----------|-----|-----|-------|
| 136A cont. | D | | | |
| | | | | |

| |
|----------------|
| Dialog: |
| Action: |
| Timing: |

AUG 28 2015

1034-231

EPISODE #

1034/231

Production:

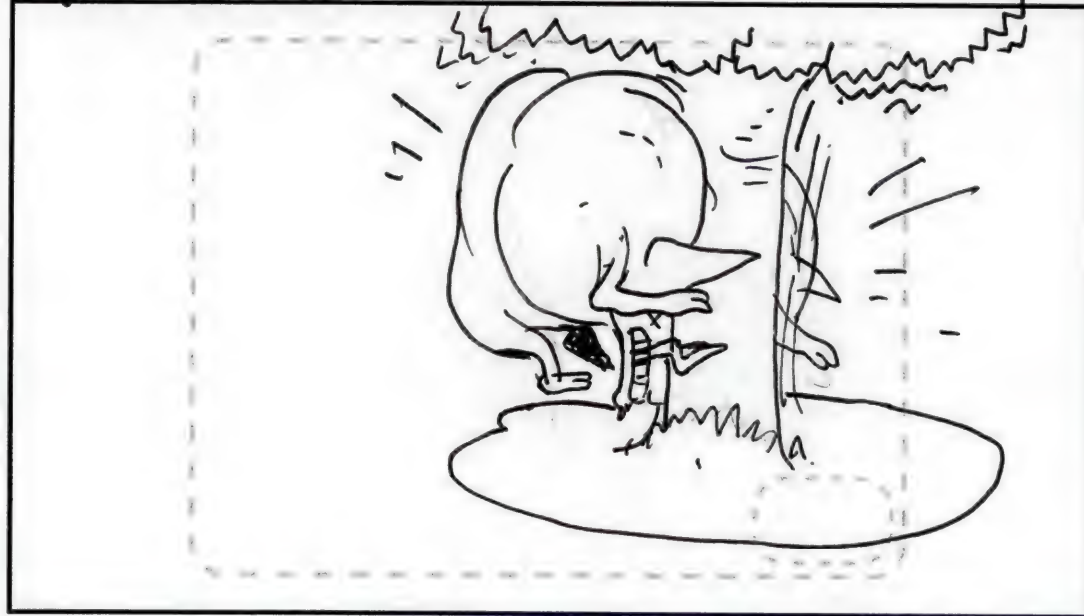
1034/231

ADVENTURE TIME

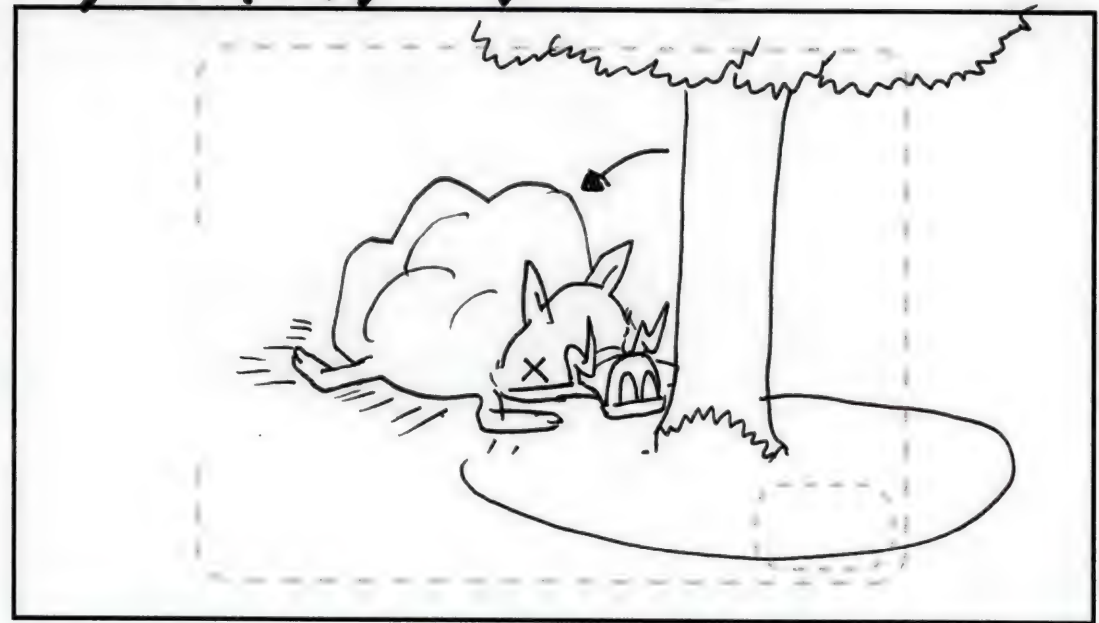


Page **180**

Sc. **136A cont** Pnl. **E** Bg. day night



Sc. **136A cont.** Pnl. **F** Bg. day night



Dialog:

SFX / SMASH

BOAR : [IMPACT]

SFX / WHUMP

Action:

BOAR HITS TREE —
TREE SHAKES

FALLS OVER IN PLACE, UNCONSCIOUS.

AUG 28 2015

Timing:

1034-231

EPISODE #

1034/231

Production:

1034/231

ADVENTURE TIME

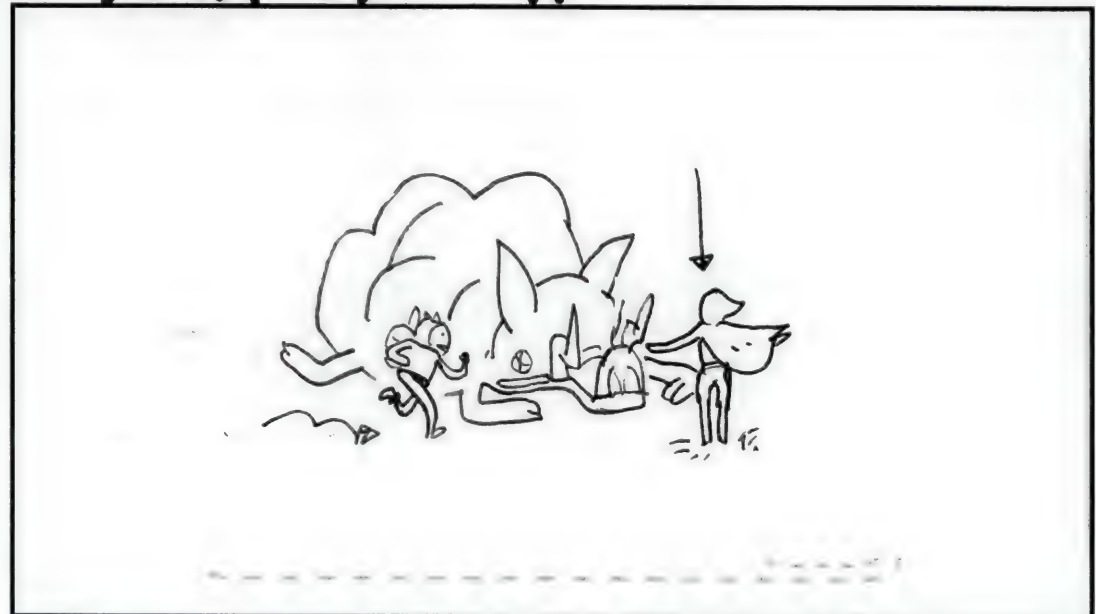


Page **181**

Sc. **136A cont.** **G** Bg. day night



Sc. **136A cont.** **H** Bg. day night



Dialog:

Action:

HW TURNS BACK INTO HUMAN FORM
- FINN RUNS IN

Timing:



-HW LANDS



AUG 28 2015

EPISODE # **1034-231**

Production:

1034/231

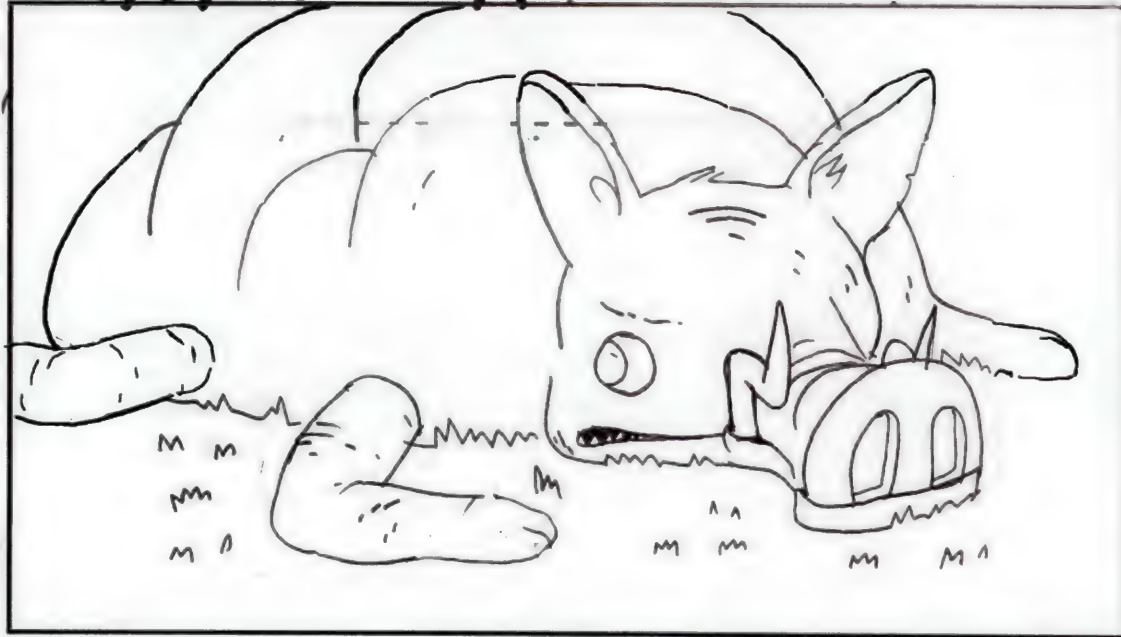
1034/231

ADVENTURE TIME

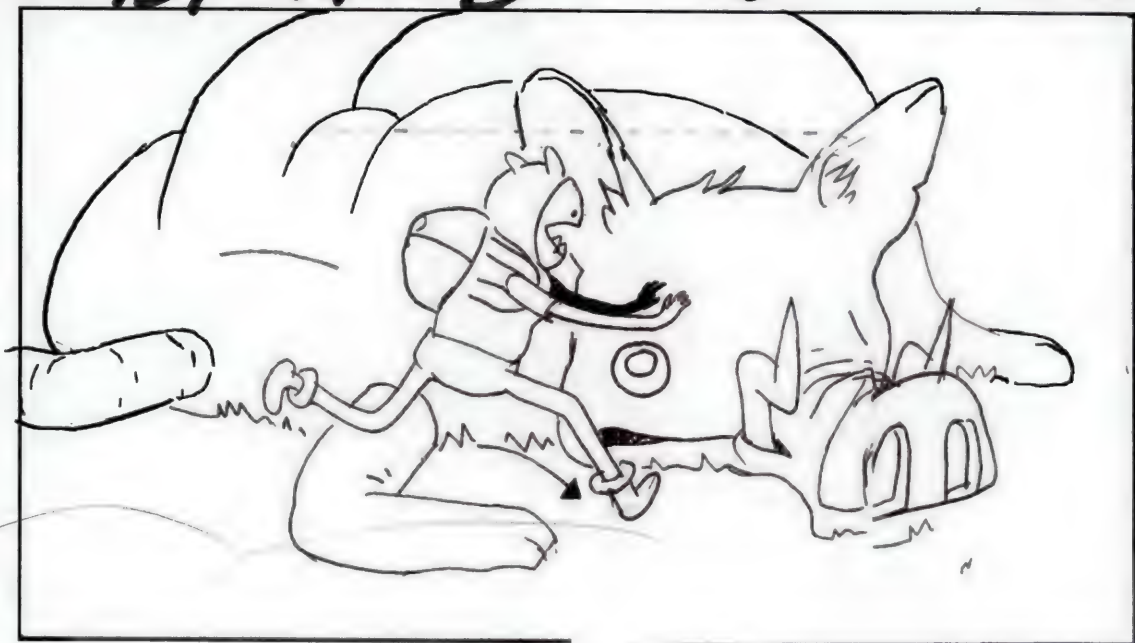


Page **182**

Sc. **137** Pnl. **A** Bg. day night



Sc. **137 cont** Pnl. **B** Bg. day night



| | |
|---------|---------------|
| Dialog: | SP |
| Action: | - F RUNS OVER |
| Timing: | AUG 28 2015 |

1034-231

EPISODE #

1034/231

Production:

1034/231

1034/231

1034/231

ADVENTURE TIME



Sc. **137 cont** Pnl. **C**

Bg.

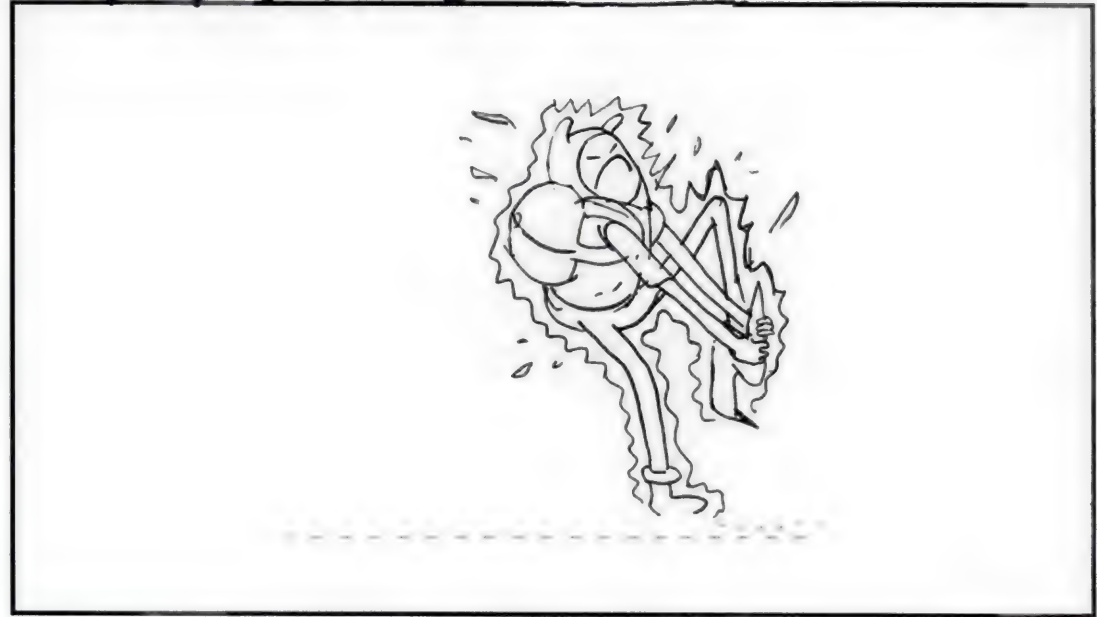
day night



Sc. **137 cont** Pnl. **D**

Bg.

day night



Dialog:

SEX/ELECTRICITY →
F/EEEEEEEEEE →

F/MMMMM!!

Action:

GRABS TUSK, FINN RESISTS SHOCK.

PULLS BACK

Timing:

EPISODE # 1034-231

1034'231

Production:

1034/231

ADVENTURE TIME



Page **184**

Sc. **137 cont Pnl. E**

Bg.

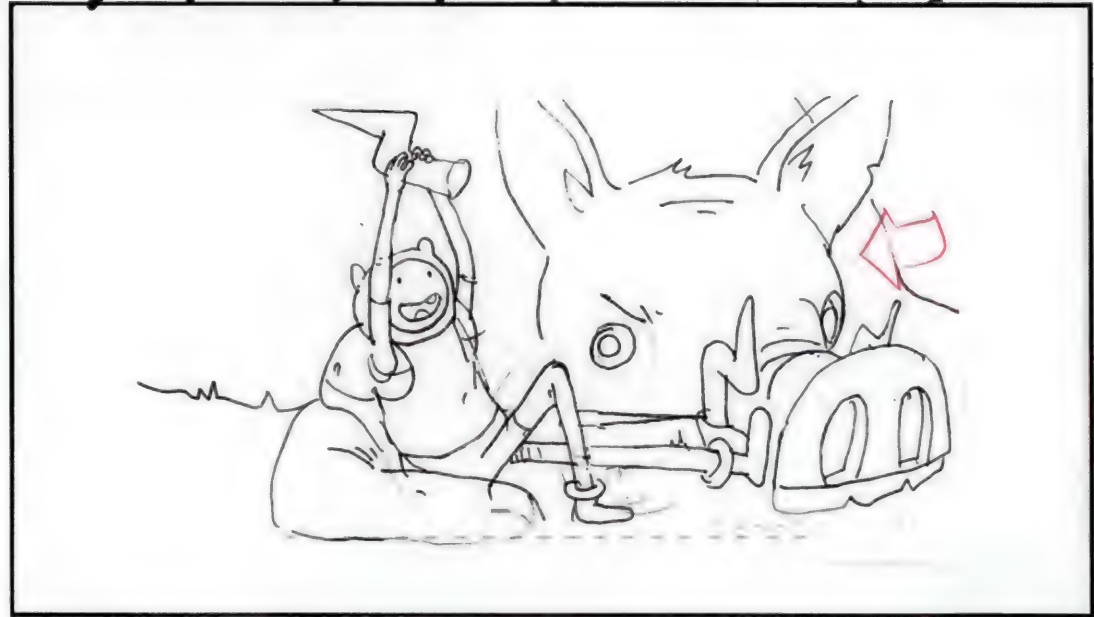
day night



Sc. **137 cont Pnl. F**

Bg.

day night



Dialog:

SFX / BZZT WUNK

F/EEYYYY

Action:

AUG 28 2015

Timing:

EPISODE # 1034-231

1034/231

Production:

1034/231

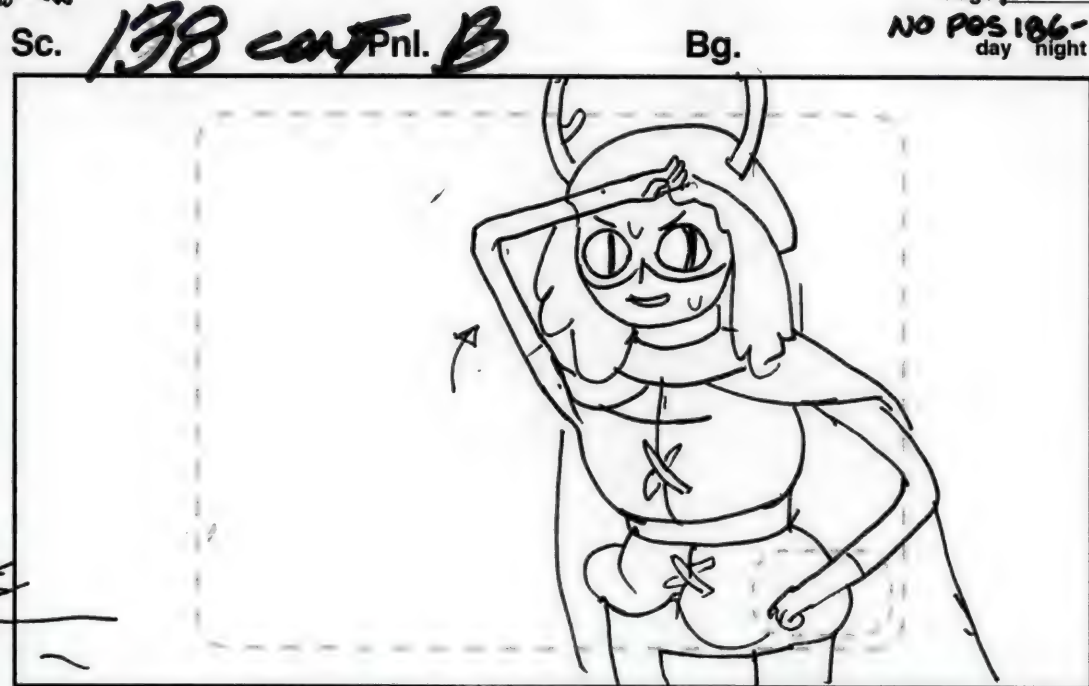
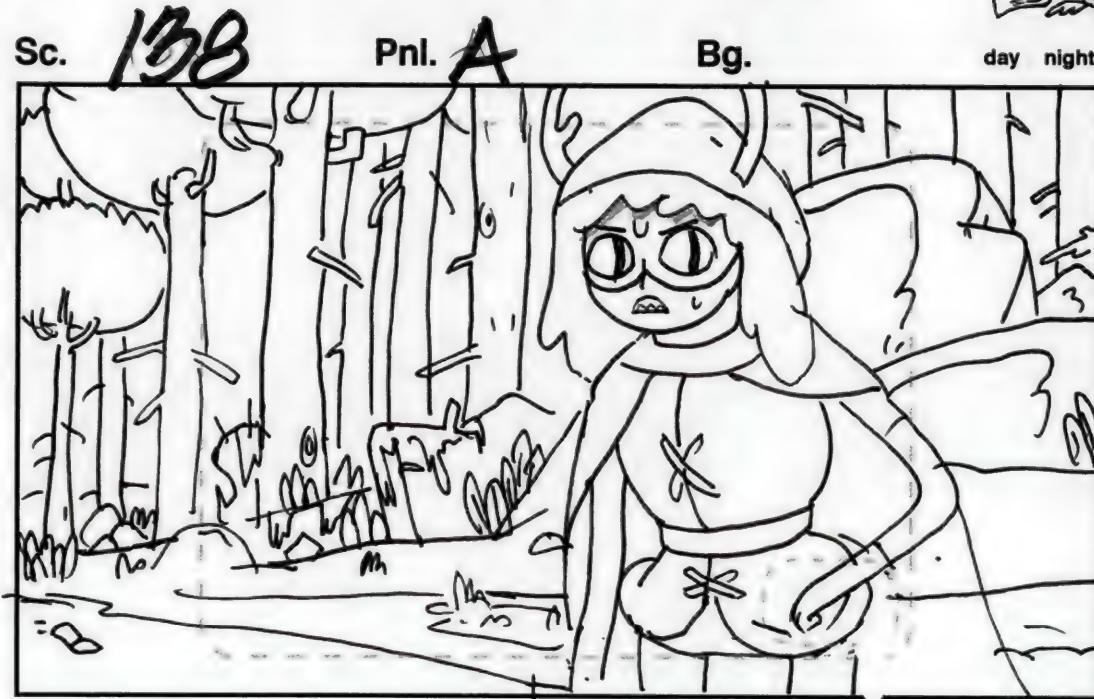
1034/231


©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page **185**
NO Pgs 186-187
day night



| | | |
|---------|---|---------------|
| Dialog: | BG: B081s120_393 | HW/Good work. |
| Action: | -HW WIPES BROW | |
| Timing: |  AUG 28 2015 | |

EPISODE # 1034-231

1034/231

Production:

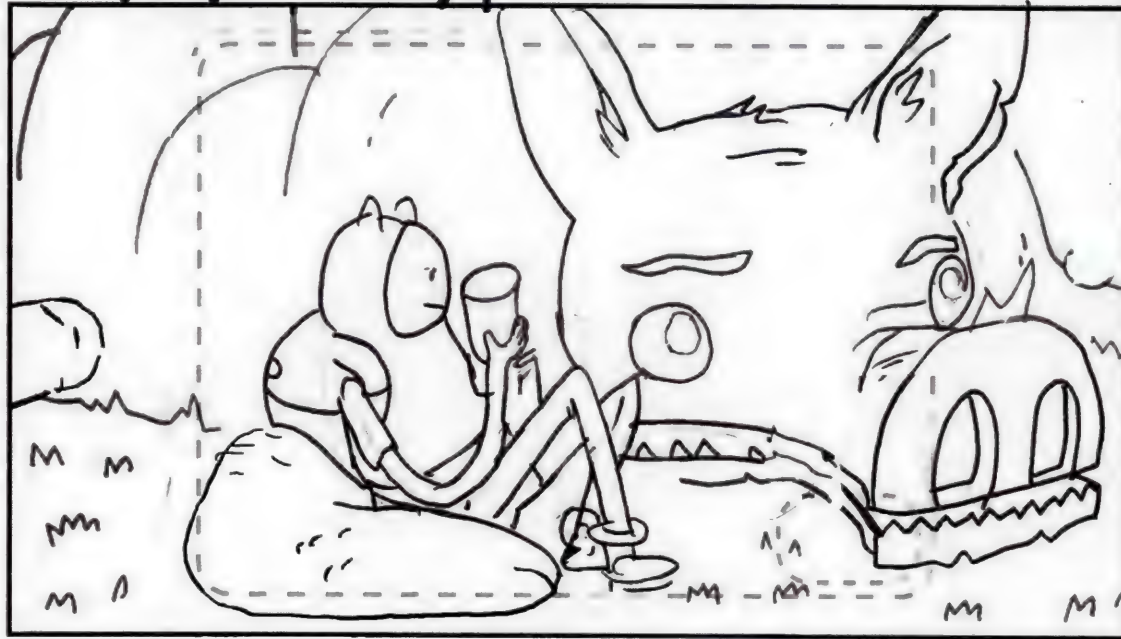
1034/231

ADVENTURE TIME

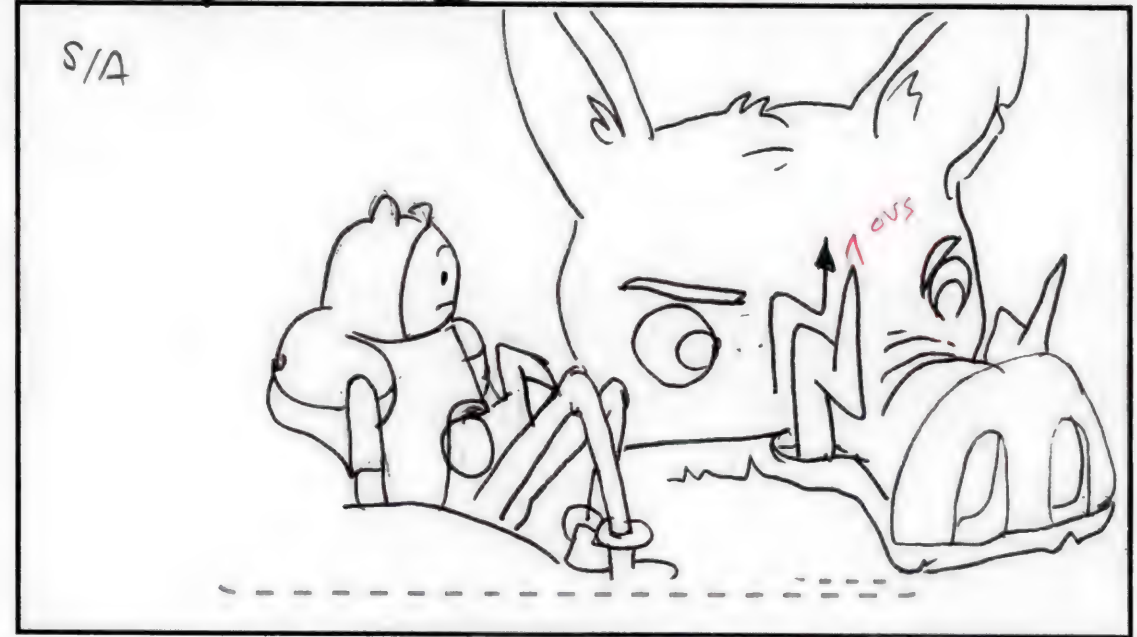


Page **100**

Sc. **139** Pnl. **A** Bg. day night



Sc. **139 cont** Pnl. **B** Bg. day night



Dialog:

BOAR/

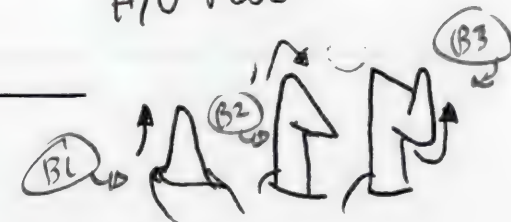
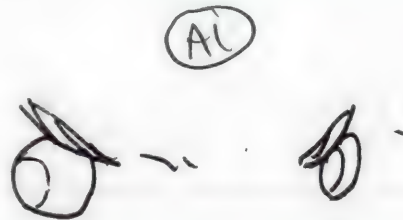
YOU JUST
WANTED A TUSK??

SFX/BZZT: PING

Action:

- BOAR GROWS OUT
TUSK

Timing:



AUG 28 2015

1034-231

EPISODE #

1034/231

Production:

1034/231

ADVENTURE TIME

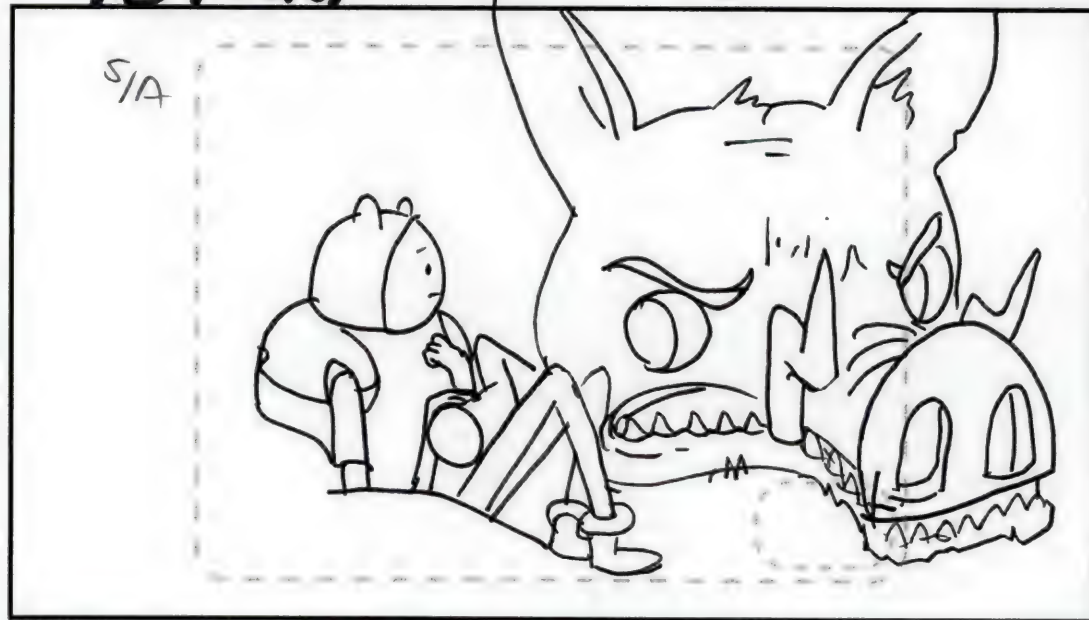


Page **109**

Sc. **139 cont** Pnl. **C**

Bg.

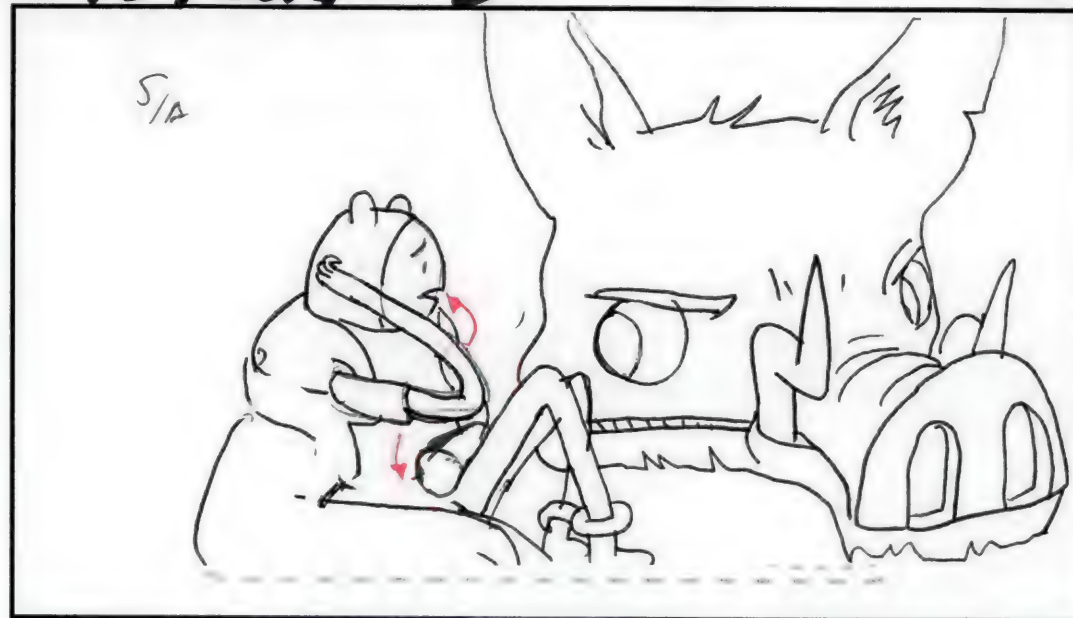
day night



Sc. **139 cont** Pnl. **D**

Bg.

day night



Dialog:

Bonn / YOU COULD HAVE ASKED!

F / Oh-

Action:

Timing:

AUG 29 2015

Production:

EPISODE # 1034-231

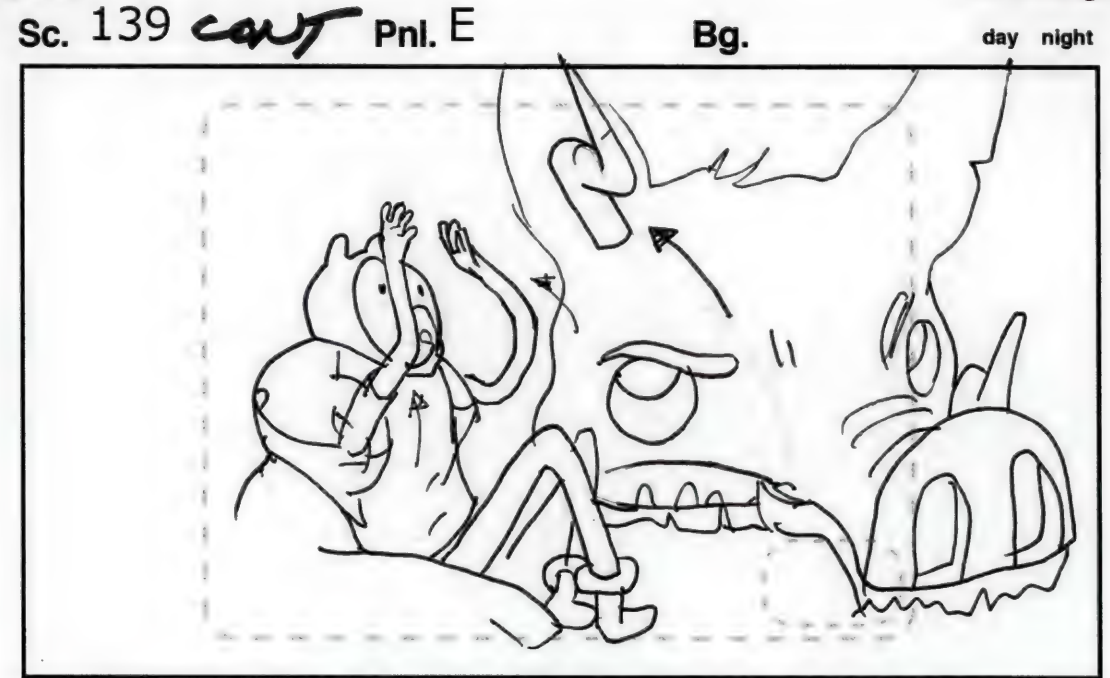
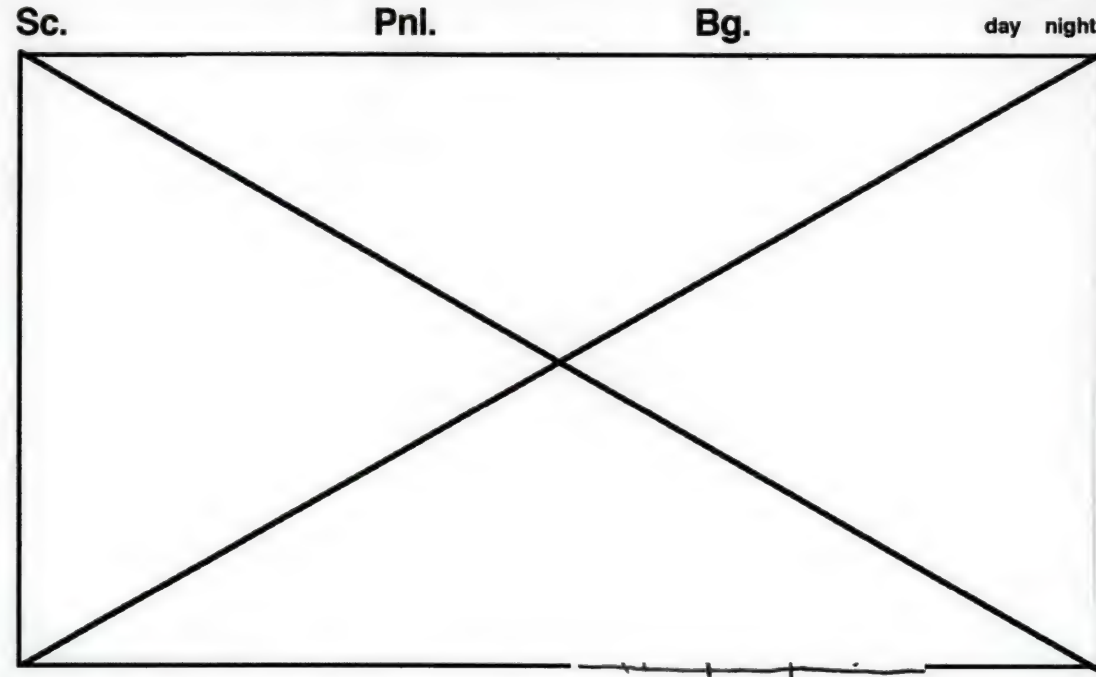
1034/231

1034/231

1034/231

1034/231

ADVENTURE TIME



Dialog:

BOAR / JUST TAKE IT!
SFX / A PING ~

Action:

-BOAR POPS OUT TUSK

Timing:

AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

1034/231

1034/231

ADVENTURE TIME

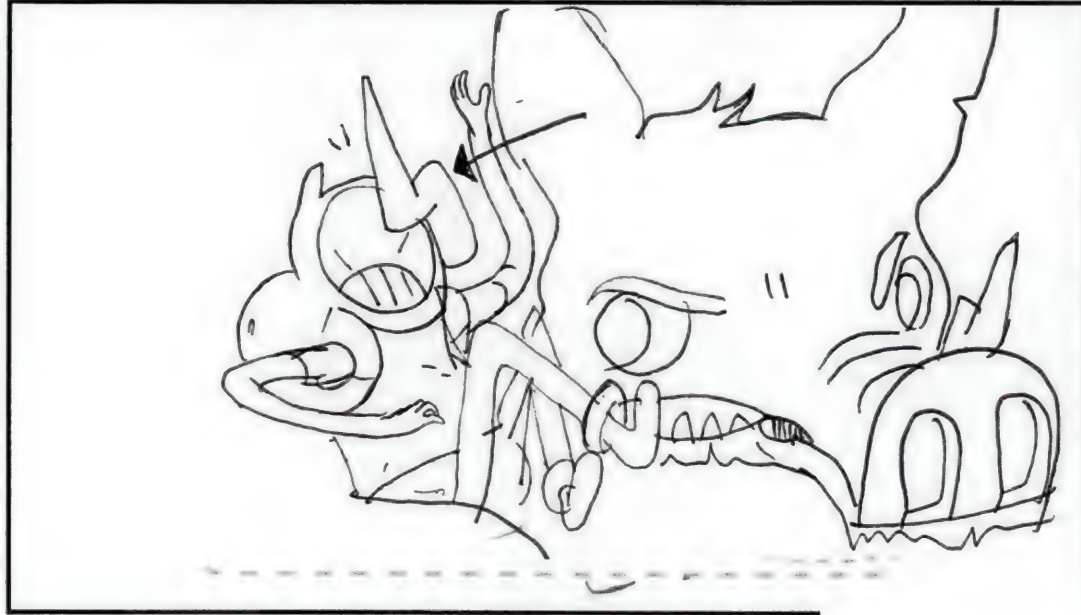


Page **191**

Sc. 139 **cont** Pnl. F

Bg.

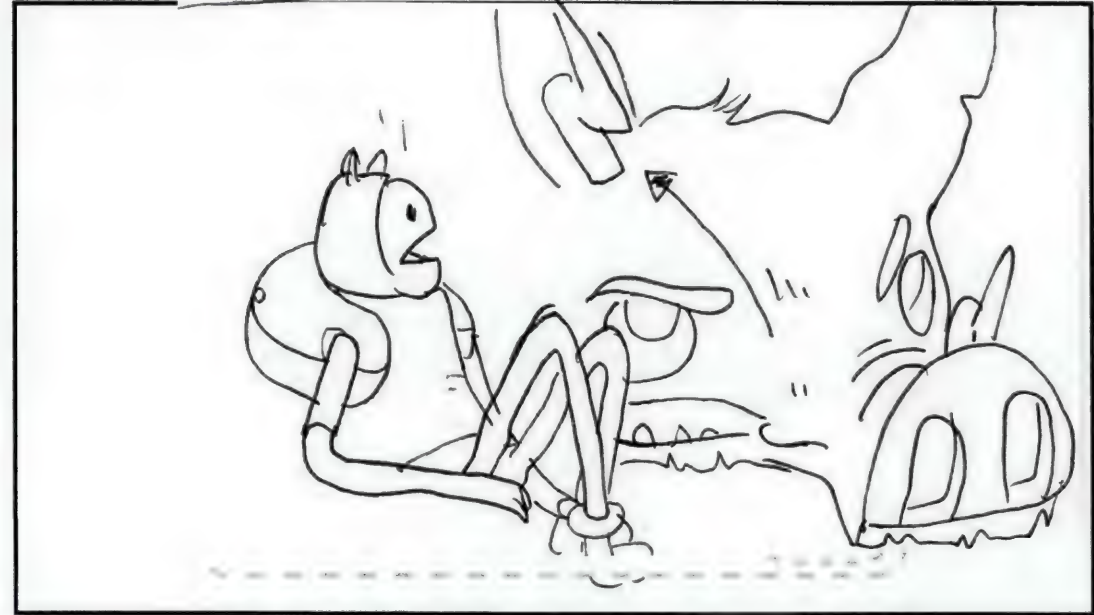
day night



Sc. 139 **cont** Pnl. G

Bg.

day night



Dialog:

BOAR / JUST TAKE ANOTHER!

Action:

- BOAR POPS OUT MORE TUSKS

Timing:



AUG 28 2015

1034/231

EPISODE # 1034-231

1034/231

Production:

1034/231

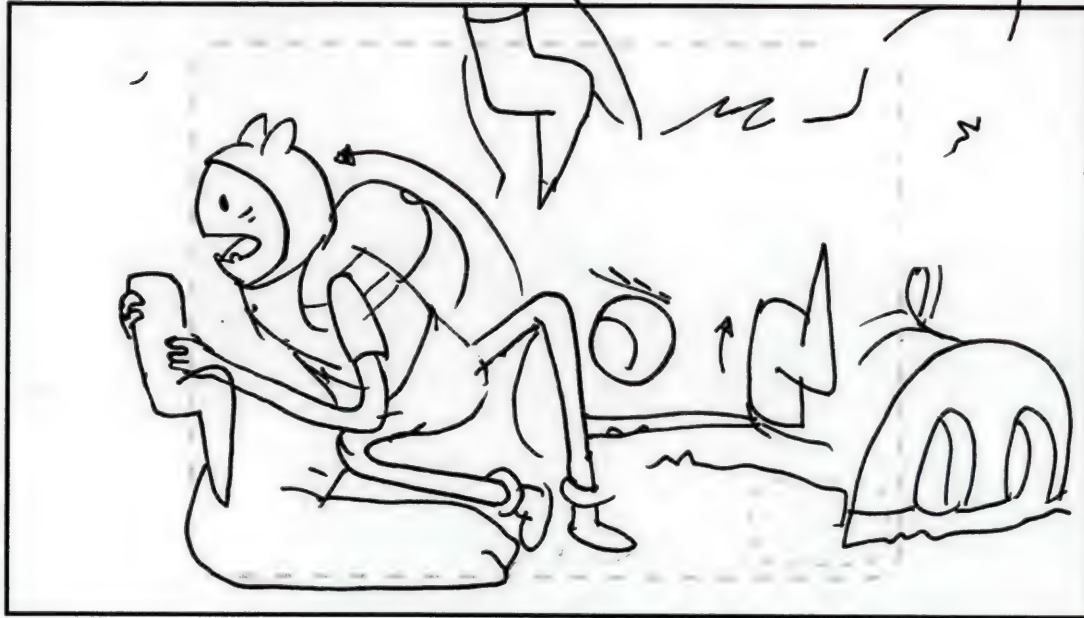
ADVENTURE TIME



NO SC'S
140-141

Page **192**

Sc. 139 *cont* Pnl. H Bg. day night



Sc. 139 *cont* Pnl. I Bg. day night



Dialog:

BOAR: ANOTHER!
SFX: PING!*

(H1)

Action:

Timing:



AUG 28 2015

EPISODE # 1034-231

1034/231

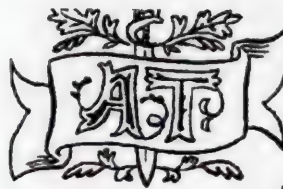
1034/231

Production:

1034/231

1034/231

ADVENTURE TIME



Sc. **142** Pnl. **A** Bg. day night



Sc. **142 cont** Pnl. **B** Bg. day night



Dialog:

SFX/ PING PING PING PING PING →

BOAR ^(W) / TAKE A FLIPPIN' MILLION!

Fade to black

Action:

HW LOOKS UP

HW SHIELDS HERSELF FROM TUSKS
- Fade to white

Timing:

AUG 28 2015



1034-231

EPISODE #

1034/231

ADVENTURE TIME



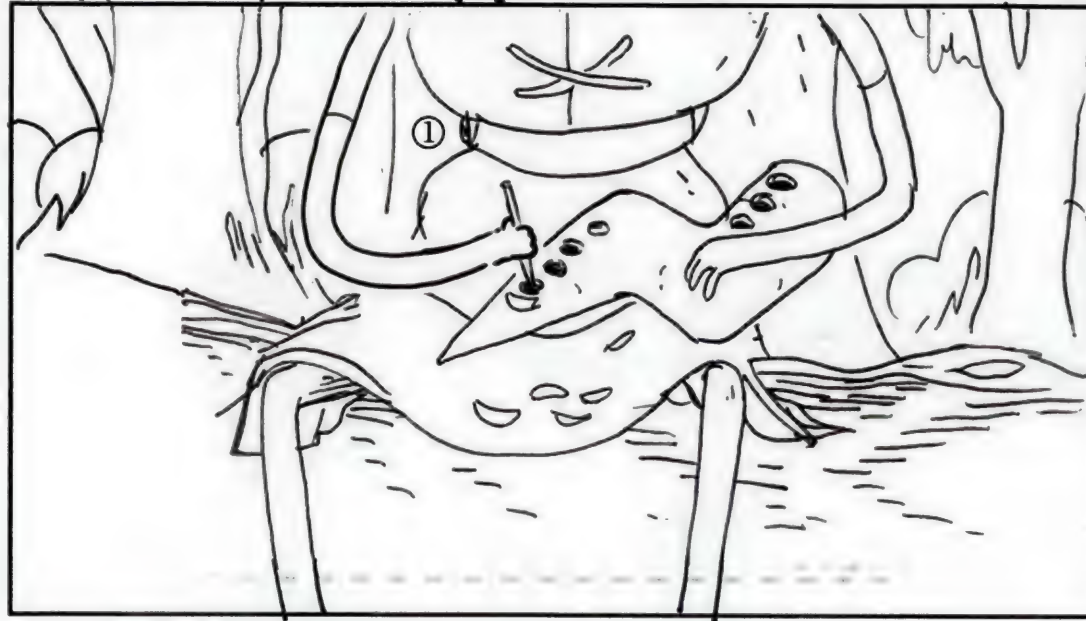
Page **194**

Sc. **143**

Pnl. **A**

Bg.

day night

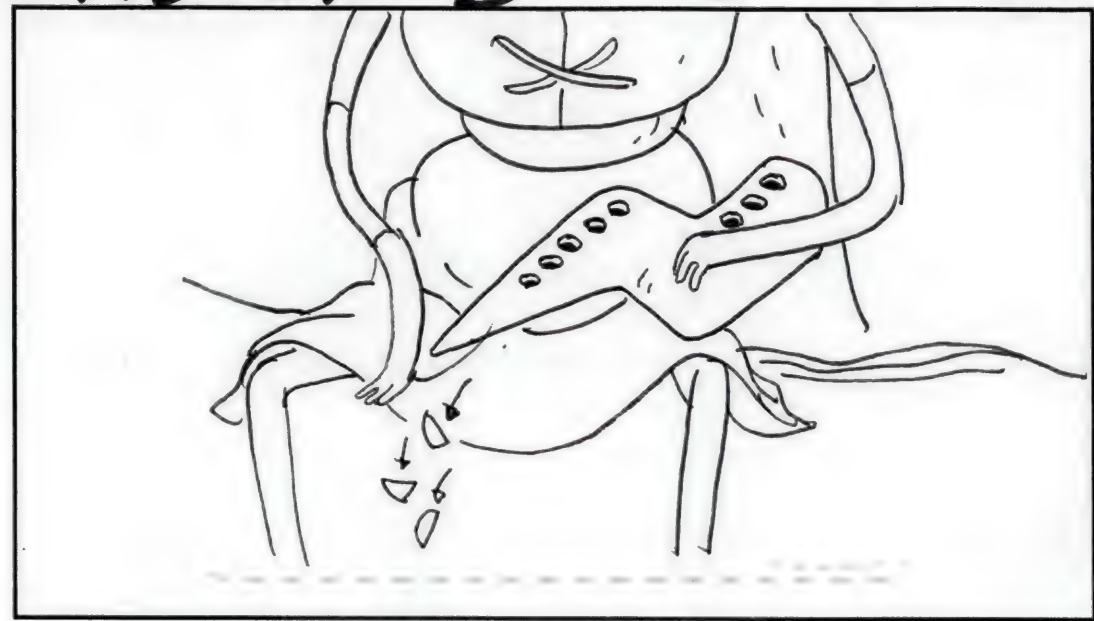


Sc. **143 cont**

Pnl. **B**

Bg.

day night



Dialog:

- HW HAS CARVED FLUTE

SFX / -SHUF-

Action:

- HW BRUSHES TUSK SHAVINGS OFF

Timing:



AUG 28 2015

EPISODE # **1034-231**

1034/231

Production:

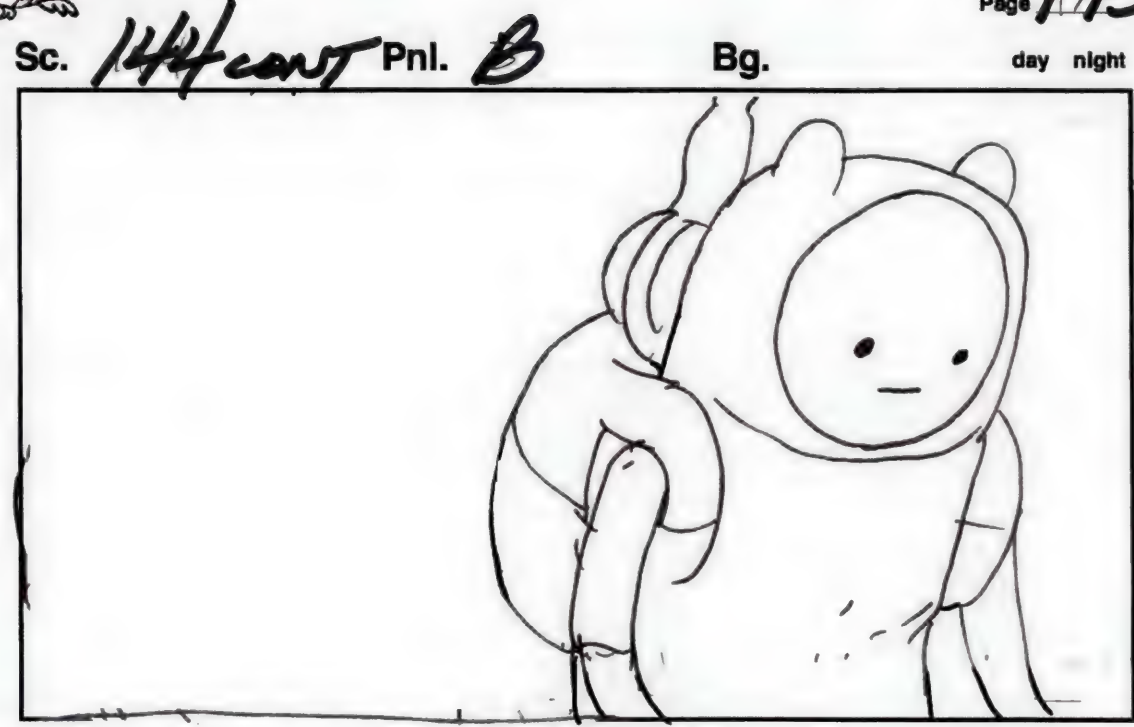
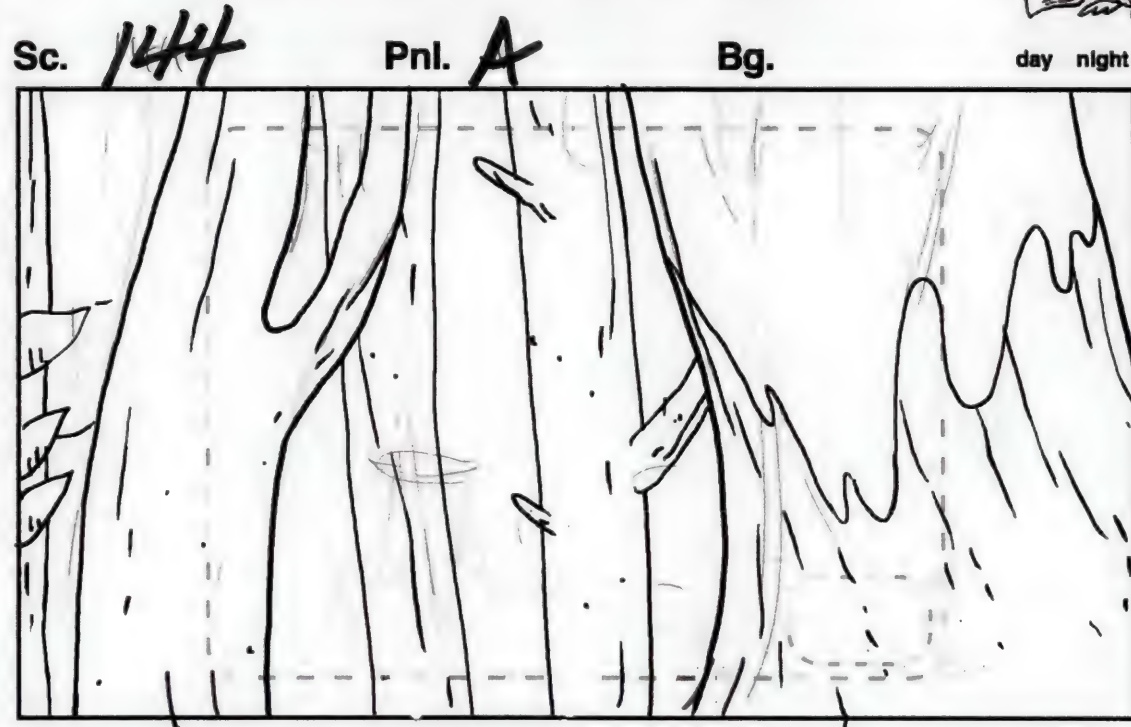
1034/231

1034/231

ADVENTURE TIME



Page **195**

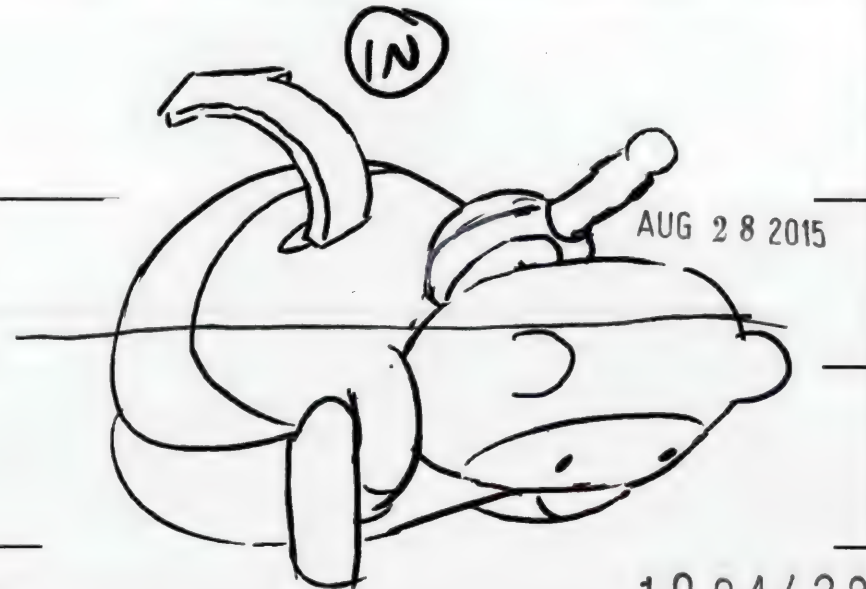


Dialog:
SFX/ light forest ambience

Action:
-FOREST CLEARING

Timing:

FINN IN



EPISODE # 1034-231

1034/231

Production:

1034/231

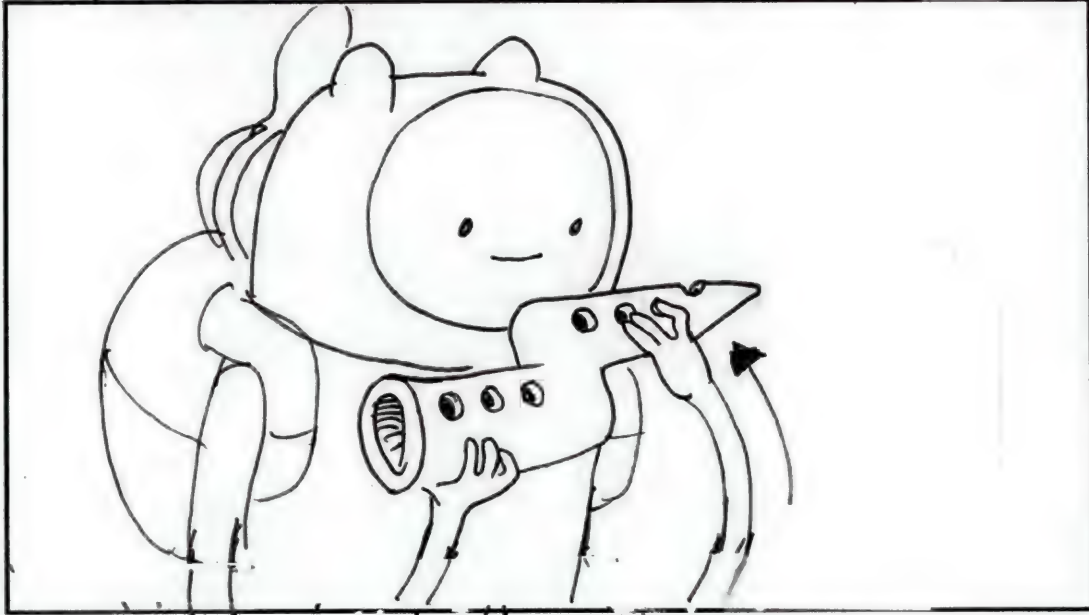
ADVENTURE TIME



Sc. 144 cont Pnl. C

Bg.

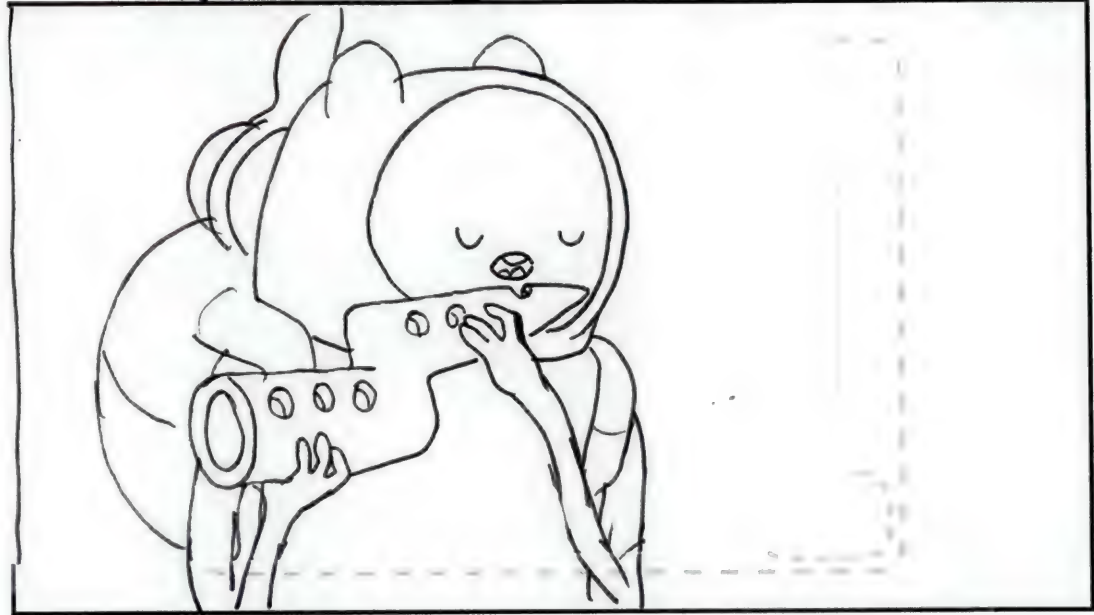
day night



Sc. 144 cont Pnl. D

Bg.

day night



Dialog:

F: (INHALES)

Action:

LIFTS CARVED TUSK

-F. INHALES

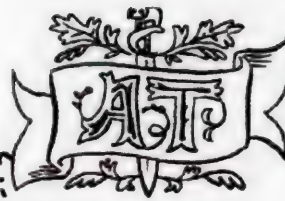
Timing:

AUG 28 2015

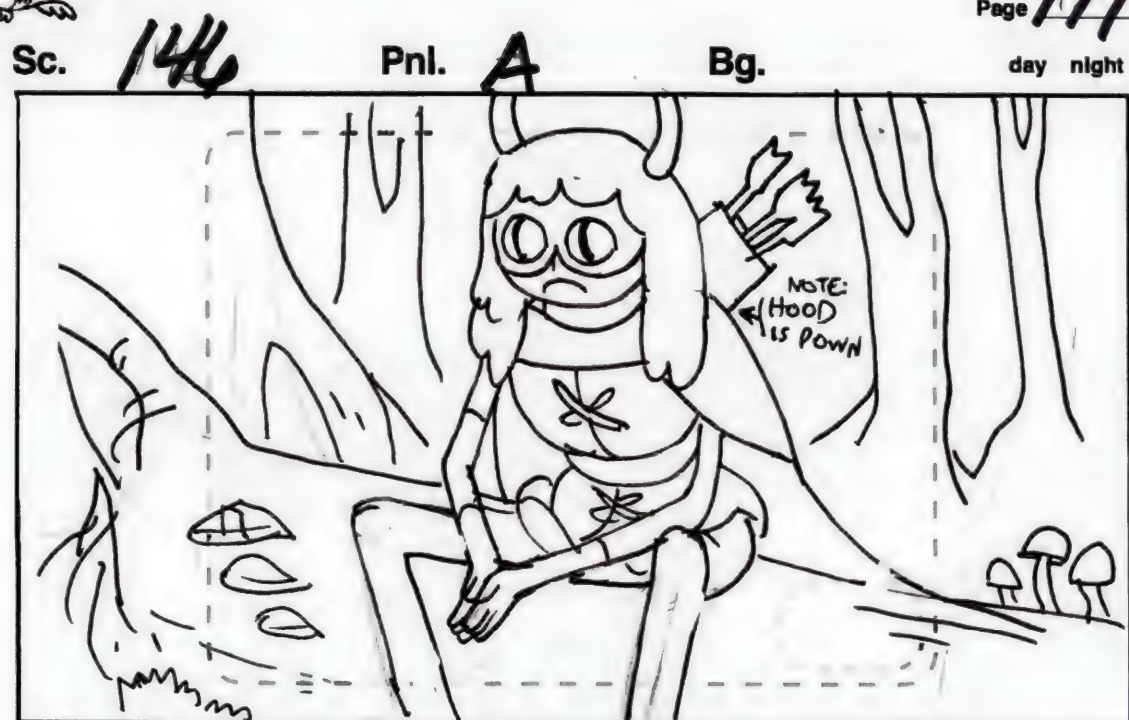
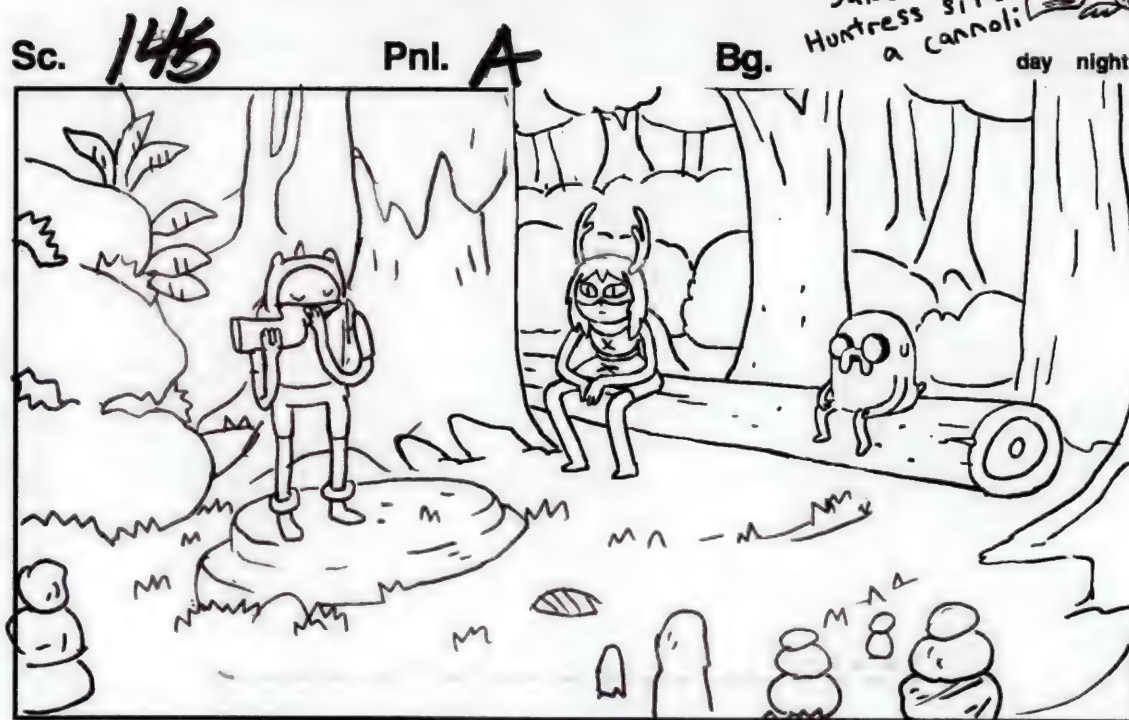
EPISODE # 1034-231

Production:

ADVENTURE TIME



Jake and
Huntress sit on
a cannoli



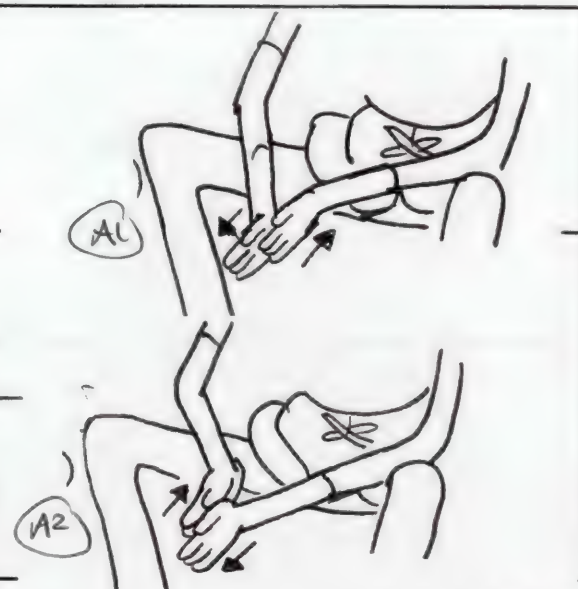
Dialog:
FLUTE

Action:

Timing:

HN, uncharacteristically
nervous, rubbing hands on

(A) (AL) (A) (A2)
CYCLE
AUG 28 2015



EPISODE # 1034-231

1034/231

Production:

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

1034/231

ADVENTURE TIME

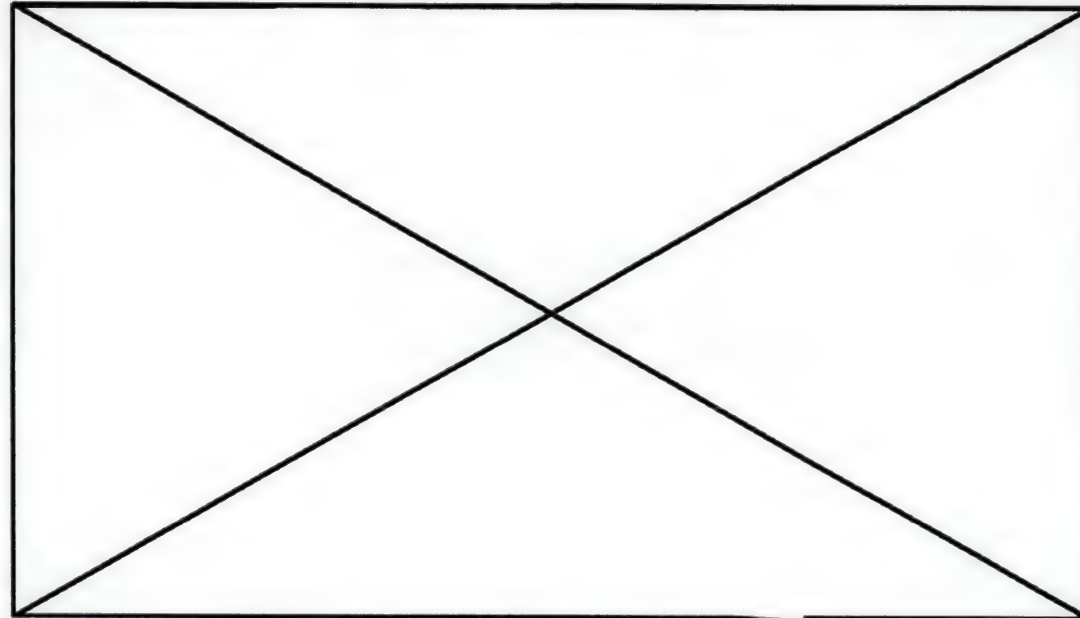


Page **198**

Sc. **146 cont** Pnl. **B** Bg. day night



Sc. Pnl. Bg. day night



Dialog:

^{SFX} FLUTE MUSIC CONT → 

Action:

LOOKS OVER TO GLADE

BRUSHES BACK HAIR

Timing:

AUG 28 2015

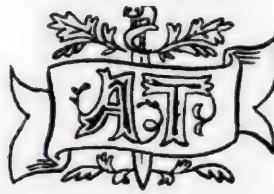
EPISODE # 1034-231

Production:

1034/231

1034/231

ADVENTURE TIME



Page **199**
199A-NEXT

| Sc. | Pnl. | Bg. | day | night |
|-----|------|-----|-----|-------|
| | | | | |

| Sc. | Pnl. | Bg. | day | night |
|------------|----------|-----|-----|-------|
| 147 | A | | | |
| | | | | |

| |
|--|
| Dialog: <u>SEXI</u> FLUTE MUSIC → |
| Action: FOLLOWTHROUBA GLADE SHOT .. NOTHING HAPPENING AUG 28 2015 |
| Timing: |

EPISODE # 1034-231

Production:

ADVENTURE TIME



Sc. 148

Pnl. A

Bg.

day night



Sc. 148 *cont*

Pnl. B

Bg.

day night



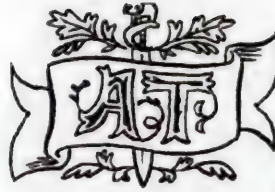
| | |
|---------|--------------------------------------|
| Dialog: | <p><i>sex:</i> FLUTE MUSIC →</p> |
| Action: | <p>BRUSHES BACK HAIR</p> |
| Timing: | <p>AUG 28 2015</p> |

EPISODE # 1034-231

Production:

1034/231

ADVENTURE TIME



Page **200**

Sc. **148 cont** Pnl. C Bg. day night



Sc. **148 cont** Pnl. D Bg. day night



Dialog:

Sfx : FLUTE SONG

Action:

-HW LOOKS DOWN IN RESIGNATION

AUG 28 2015

Timing:

1034-231

EPISODE #

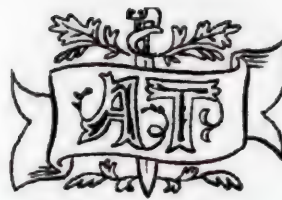
1034/231

Production:

1034/231

1034/231

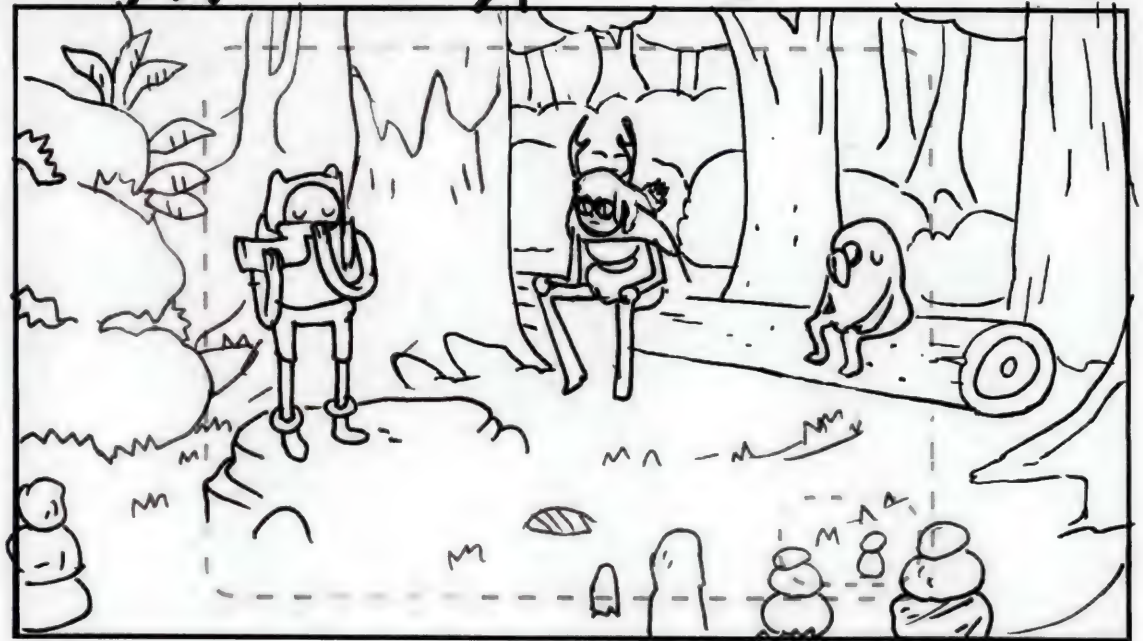
ADVENTURE TIME



Sc. **148** *cont* Pnl. **E** Bg. day night



Sc. **149** Pnl. **A** Bg. day night



Hw/ You can stop.

Sfx



FLUTE

SONG

SLOWS



Action:

AUG 28 2015

Timing:

1034-231

EPISODE #

1034/231

Production:

1034/231

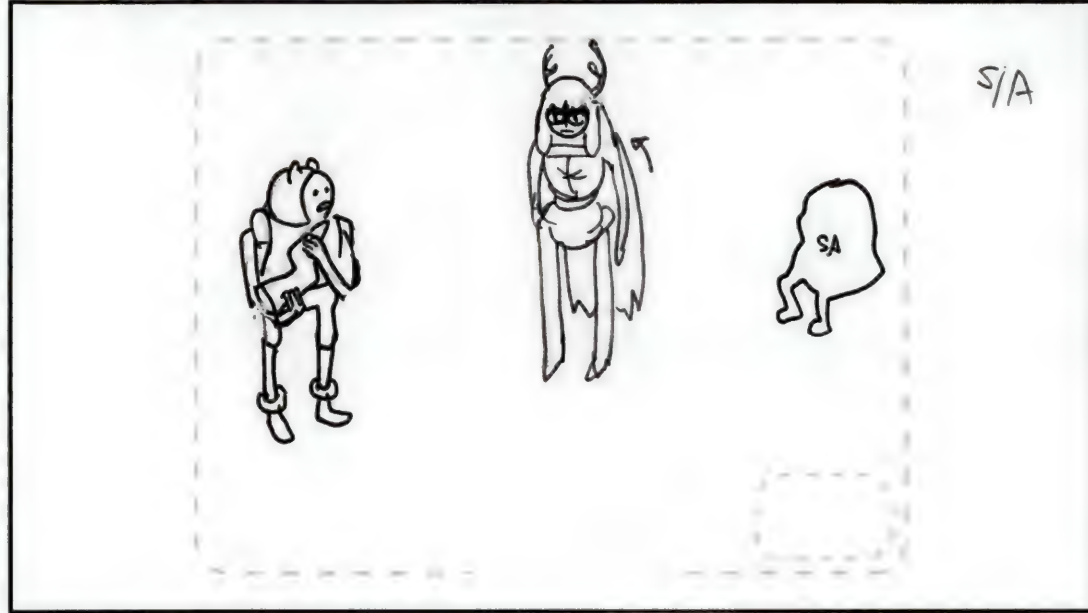
1034/231

ADVENTURE TIME



Page **202**

Sc. **149 cont** Pnl. **B** Bg. day night



Sc. **149 cont** Pnl. **C** Bg. day night



Dialog:

HW/ He's not coming.

Action:

FINN STOPS, LOOKS OVER, HW STANDS UP

- HW PULLS HOOD ON ①②③

Timing:

AUG 9 8 2015



EPISODE # 1034-231

1034/231

Production.

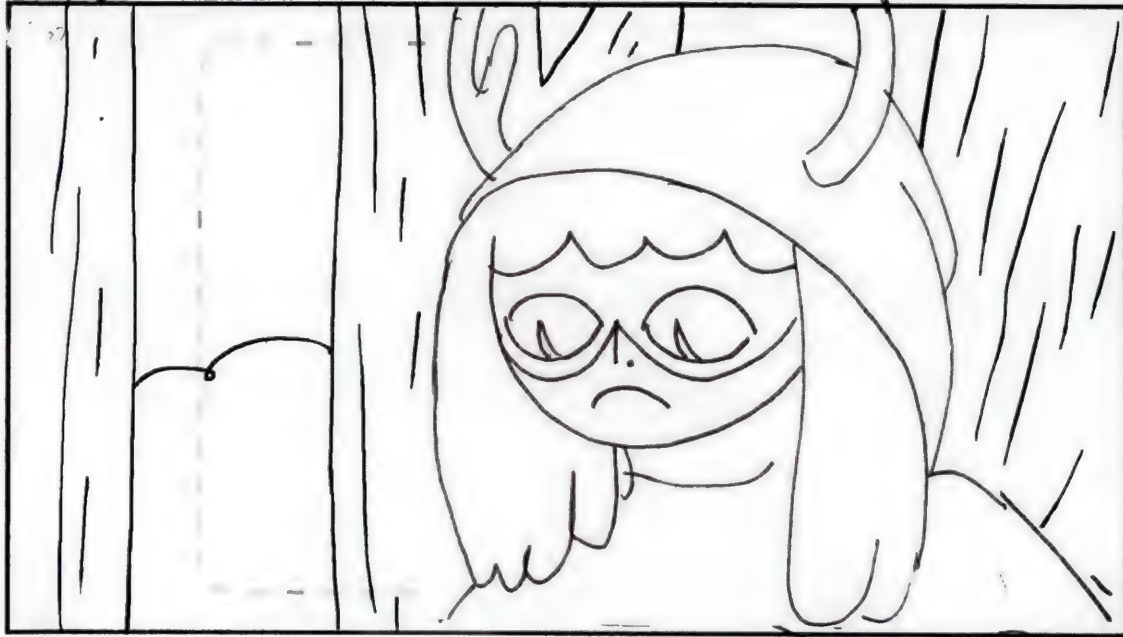
1034/231

1034/231

ADVENTURE TIME



Sc. **150** Pnl. **A** Bg. day night



Sc. **150 cont** Pnl. **B** Bg. day night



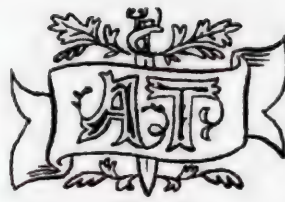
| | | |
|---------|---------------------------|-------------|
| Dialog: | HW/ He's gone for good -- | |
| Action: | 8P S.P. | AUG 28 2015 |
| Timing: | | |

EPISODE # 1034-231

1034/231

Production:

ADVENTURE TIME



Page **204**

Sc. **150 cont** Pnl. **C**

Bg.

day night



Sc. **151**

Pnl. **A**

Bg.

day night



Dialog:

HW / ^(C) and I should ^(cl) just deal.

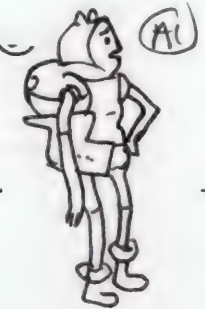
Action:

Timing:



^(A) F/ Uh- maybe if I played it a little jazzier?

AUG 28 2015



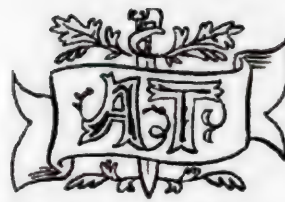
EPISODE # 1034-231

1034/231

Production:

1034/231

ADVENTURE TIME

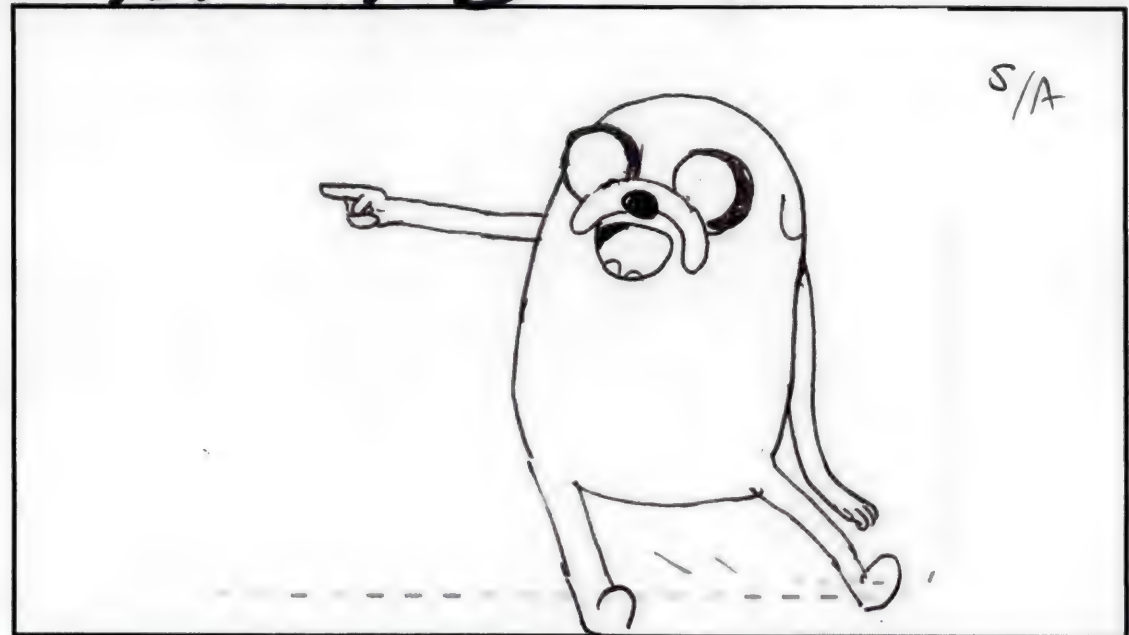


Page **205**

Sc. **152** Pnl. **A** Bg. day night



Sc. **152 cont** Pnl. **B** Bg. day night



Dialog: (o/s)
F/ Like all syncopated?

A



J/Hey! Why don't you two try playing together?

AUG 28 2015

1034-231

EPISODE #

1034/231

Production:

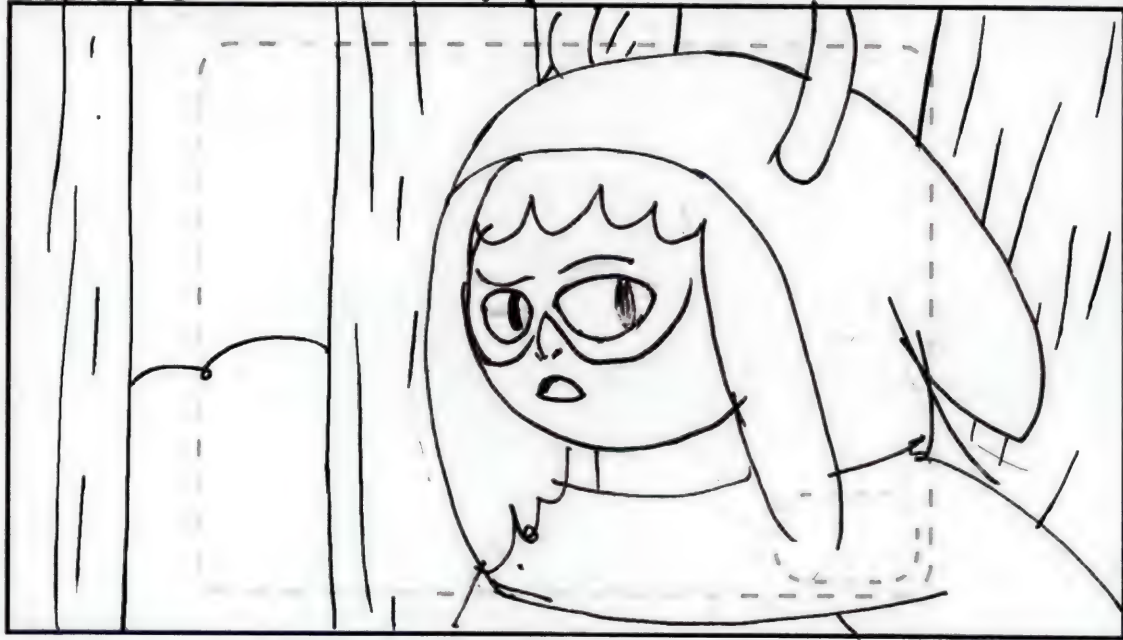
1034/231

ADVENTURE TIME



Page **206**

Sc. **153** Pnl. **A** Bg. day night



Sc. **154** Pnl. **A** Bg. day night



Dialog:

HW/ Uh.. I don't know..

J/^(A) No trust me! ^(A) This is a great idea!

Action:

Timing:

AUG 28 2015



EPISODE # 1034-231

1034/231

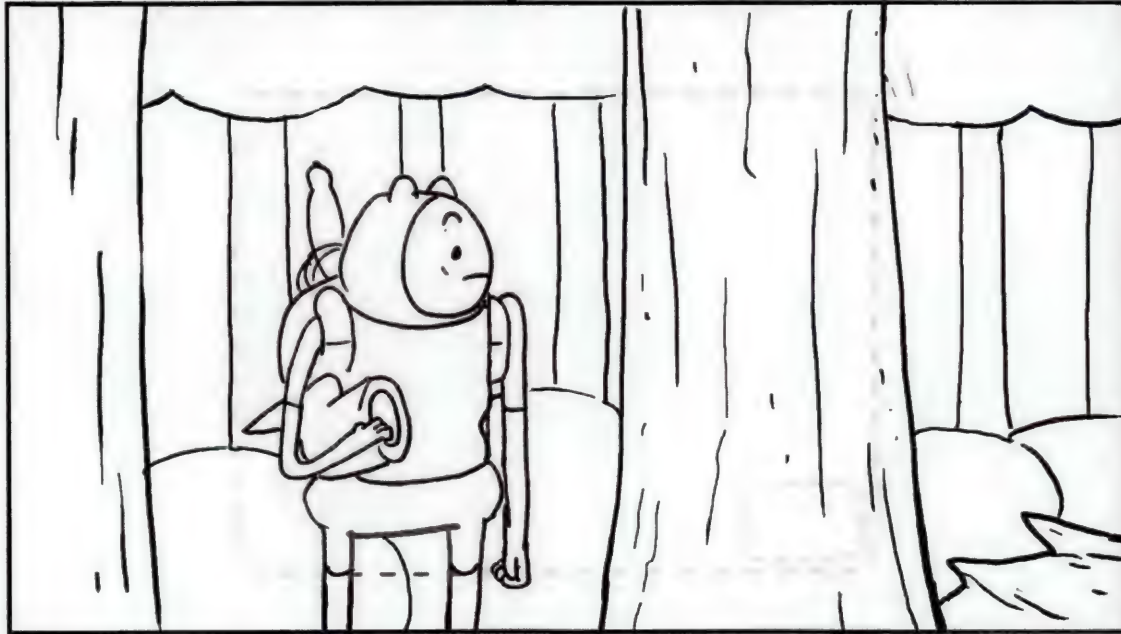
1034/231

ADVENTURE TIME

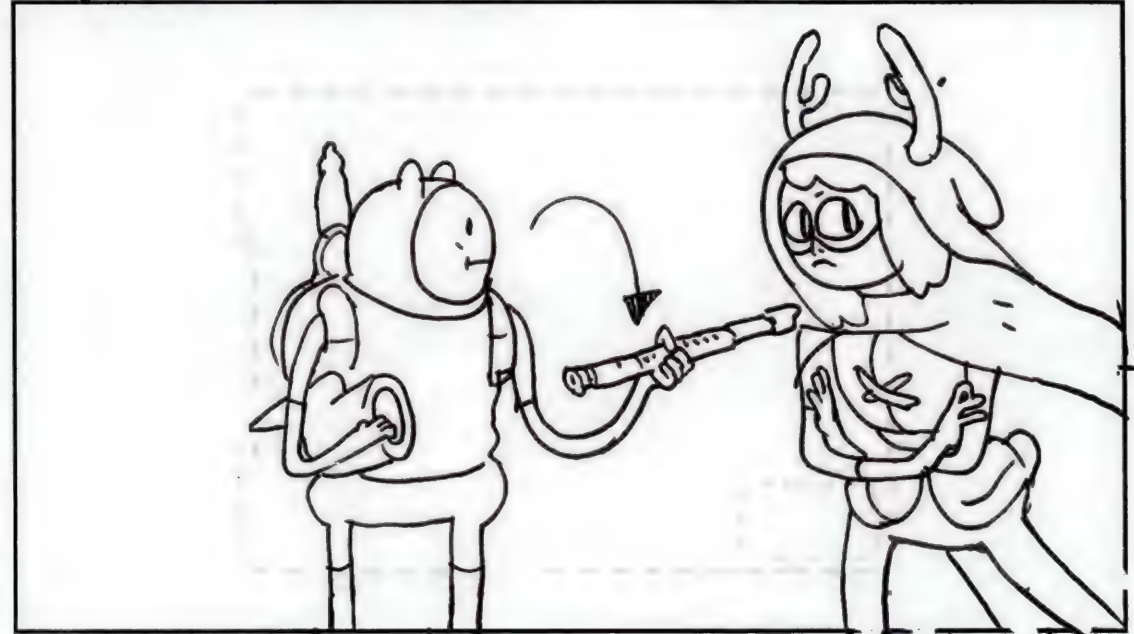


Page **201**

Sc. **155** Pnl. **A** Bg. day night



Sc. **155 cont** Pnl. **B** Bg. day night



Dialog:

Action:

Timing:



J/ Use that chemistry to guide the music!

HUNTRESS WIZARD
COMES OVER

AUG 28 2015

(B)

(IN)



1034-231

EPISODE #

1034/231

Production:

1034/231

ADVENTURE TIME

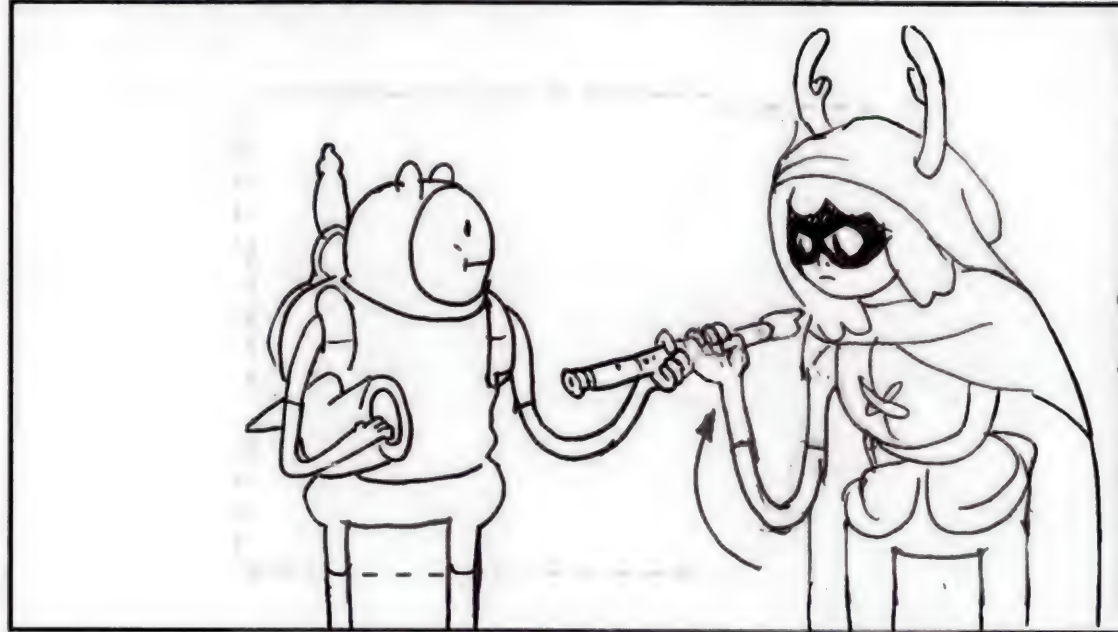


Page **208**

Sc. **155 cont** Pnl. **C**

Bg.

day night



Sc. **156**

Pnl. **A**

Bg.

day night



Dialog:

Action:

- FINN HANDS OVER FLUX

AUG 28 2015

Timing:

EPISODE # 1034-231

1034/231

Production:

1034/231

1034/231

ADVENTURE TIME



Page **209**

Sc. **156 cont Pnl. B**

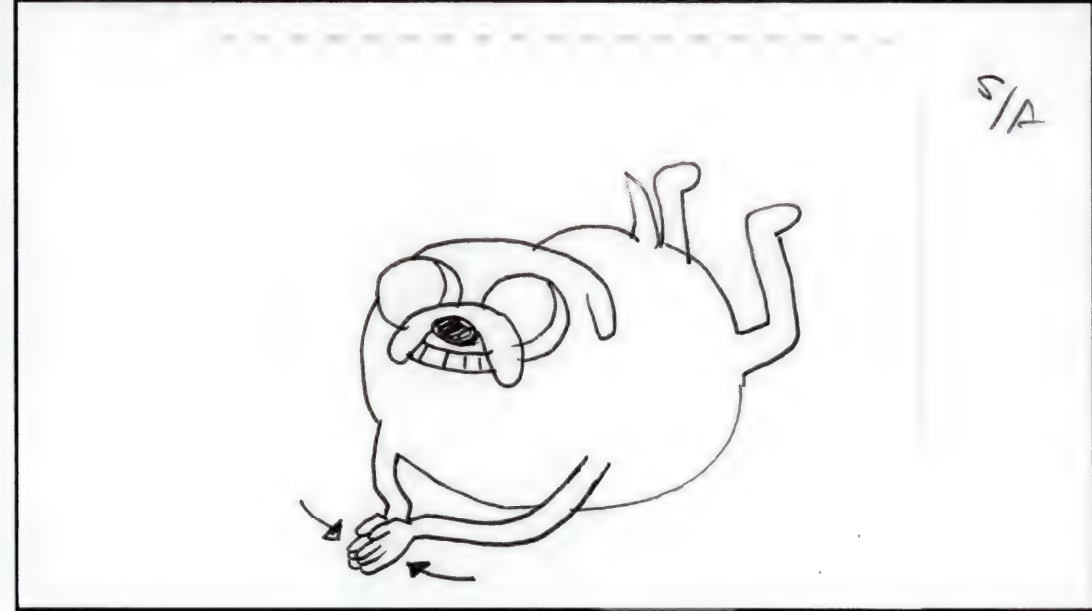
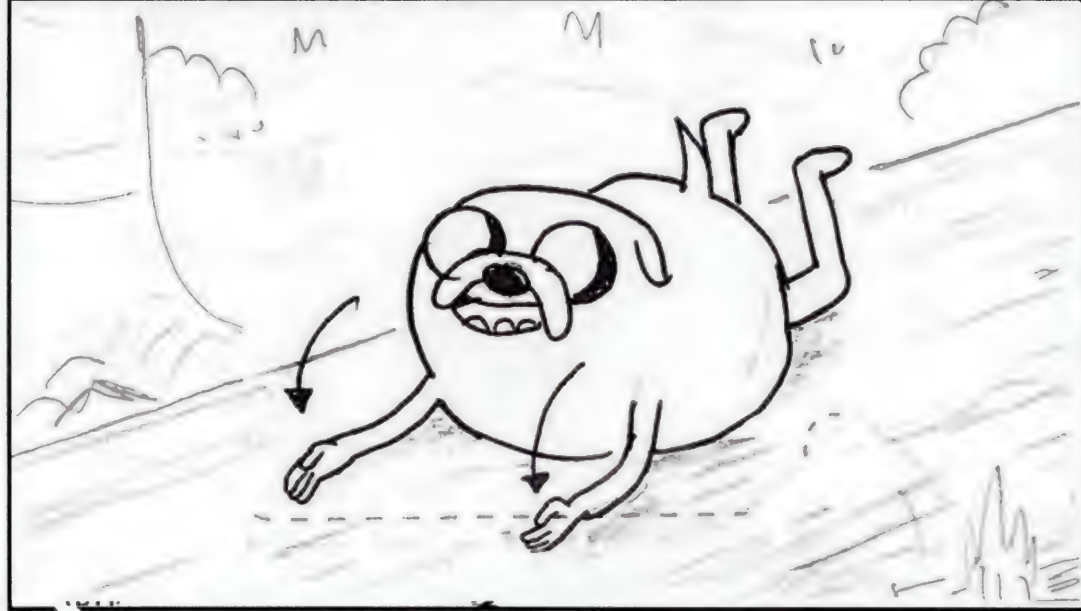
Bg.

day night

Sc. **156 cont Pnl. C**

Bg.

day night



Dialog:

J/ Yeah, just get in there! Cozy up!

Action:

AUG 28 2015

Timing:

1034-231

EPISODE #

1034/231

Production:

1034/231

ADVENTURE TIME



Page **210**

Sc. **157** Pnl. **A** Bg. day night



Sc. **157 cont** Pnl. **B** Bg. day night



Dialog:

Action:

Timing:



- FINN MAKES 'CUT IT OUT' GESTURE

AUG 28 2015

1034-231

EPISODE #

1034/231

Production:

1034/231

1034/231

ADVENTURE TIME

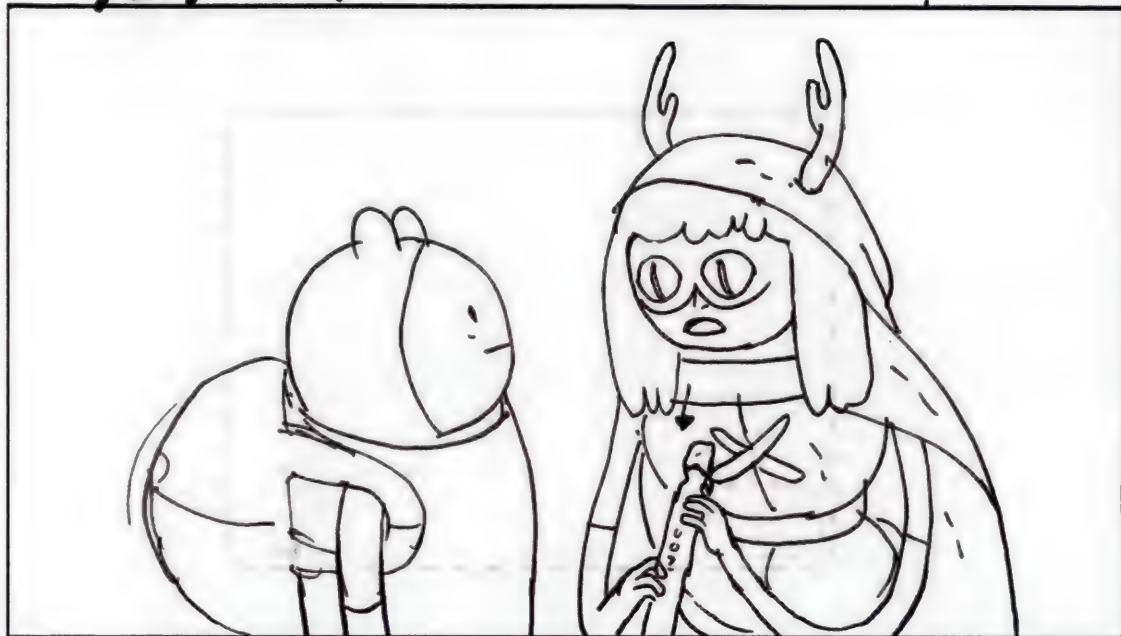


Page 211

Sc. 157 cont Pnl. C

Bg.

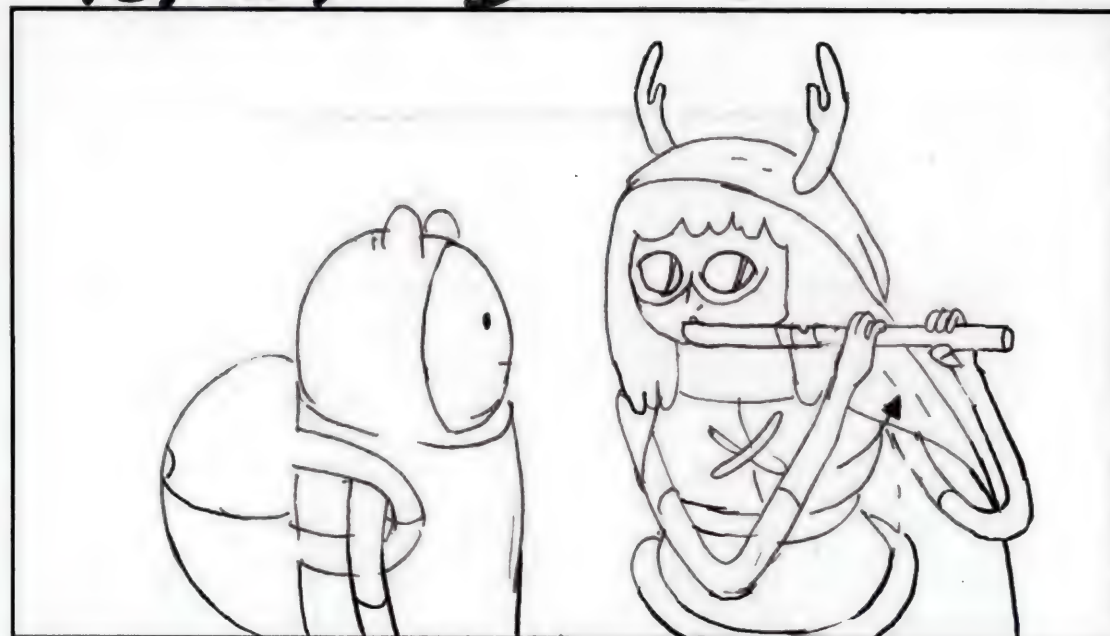
day night



Sc. 157 cont Pnl. D

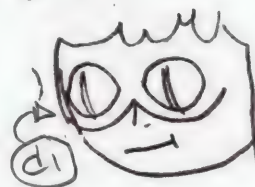
Bg.

day night



Dialog:
HW / I guess we've tried everything else, huh? (C)

Action:



Timing:

AUG 28 2015

1034-231

EPISODE #

1034/231

Production:

1034/231

1034/231

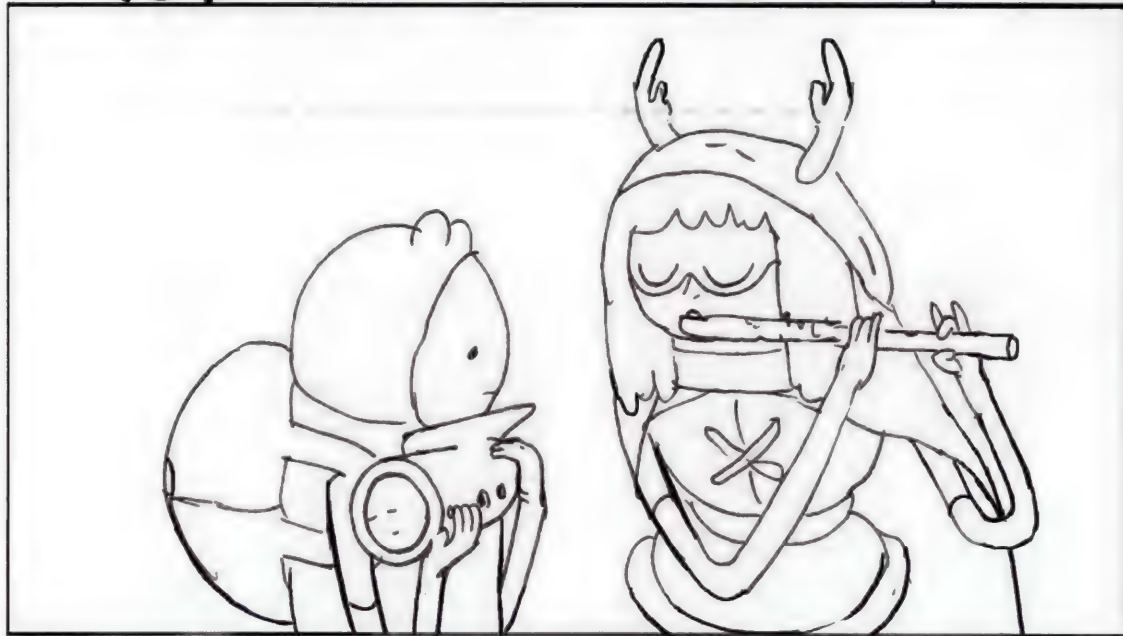
ADVENTURE TIME



Sc. **157 cont** Pnl. **E**

Bg.

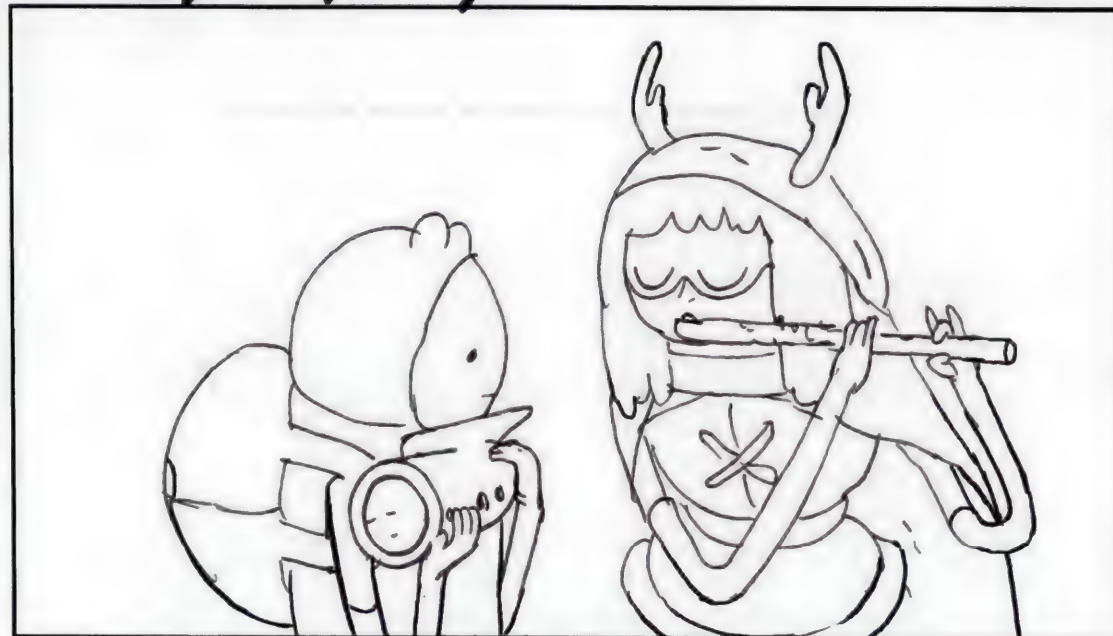
day night



Sc. **157 cont** Pnl. **F**

Bg.

day night



Dialog:

SFX FLUTE ♪ ♪ ♪ . ♪ — ♪ — ♪ — ♪ — ♪ — →

PANPIPE ♪ ♪ ♪ ♪ ♪ — ♪ — ♪ —

Action:

- HW STARTS PLAYING

- FINN STARTS PLAYING

AUG 28 2015

Timing:

1034-231

EPISODE #

1034/231

Production:

1034/231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc.

157 cont Pnl. G

Bg.

day night

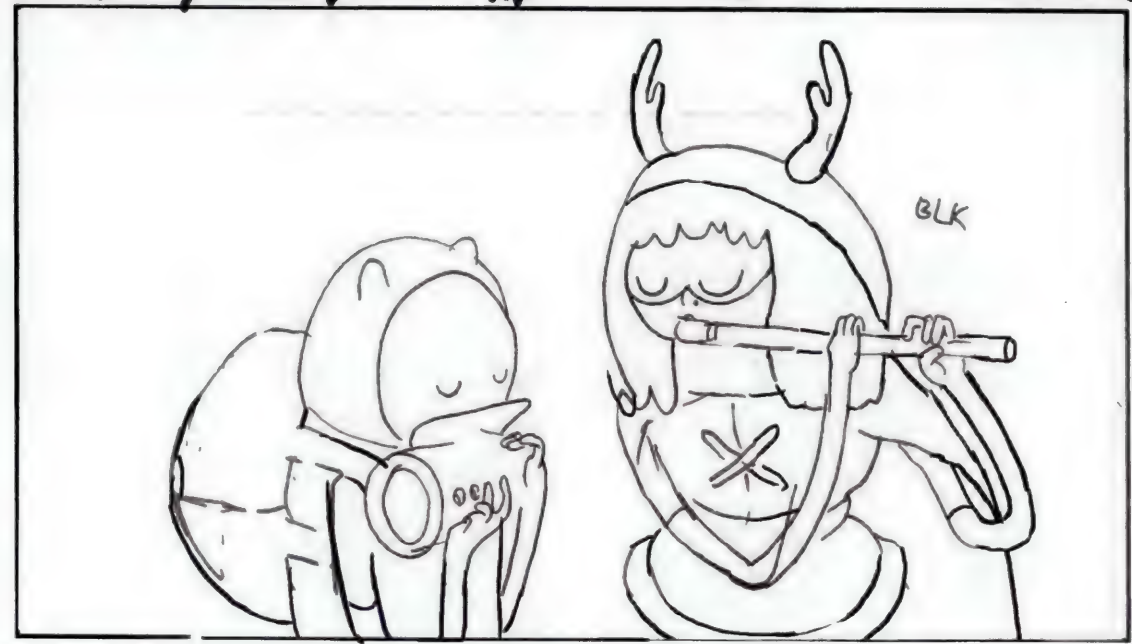
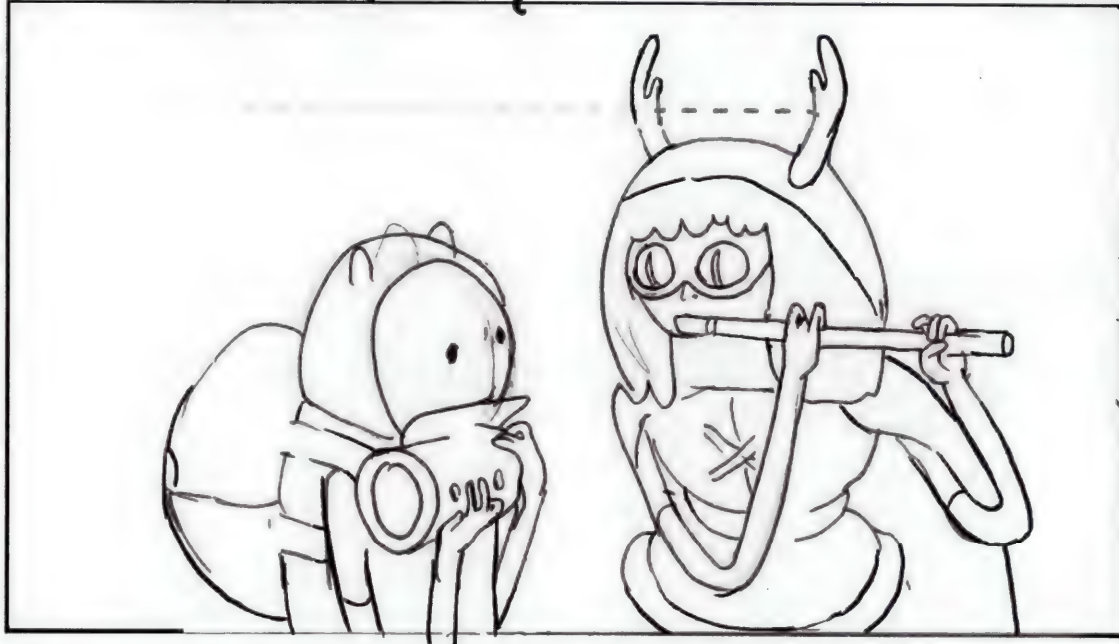
Sc.

157 cont Pnl. H

Bg.

Page

213
213A NEXT



Dialog:



FLUTE SONGS



Action:

Timing:

AUG 28 2015

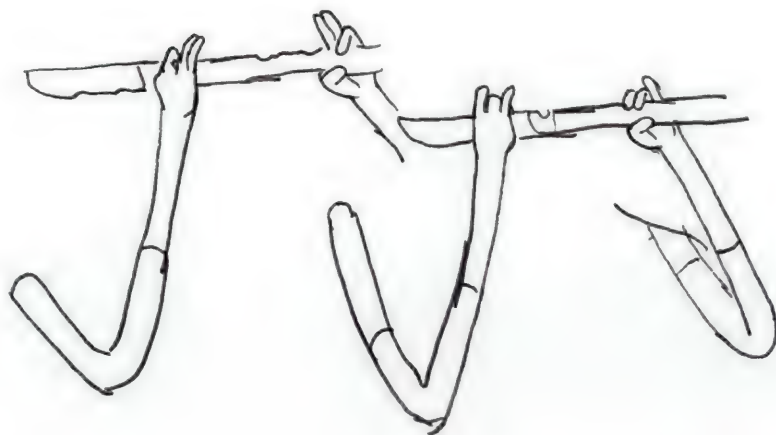
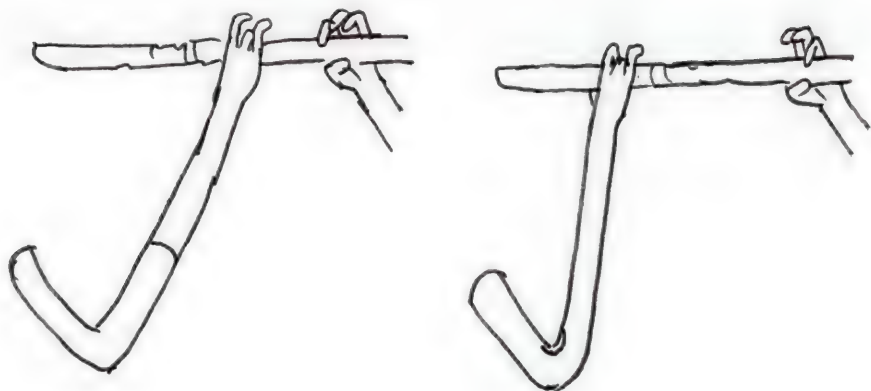
EPISODE #

1034-231

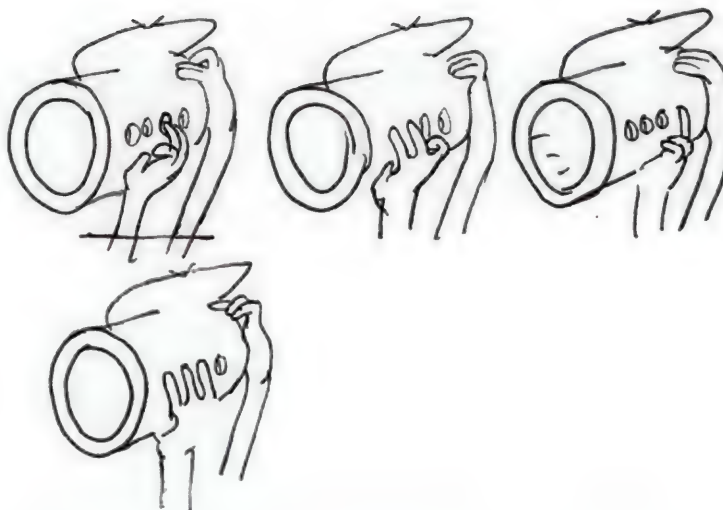
Production:

1034/231

ADDITIONAL FLUTE POSES



Sc. 157 REF



213A
214 NEXT

1034-231

AUG 28 2015

1034/231

1034/231

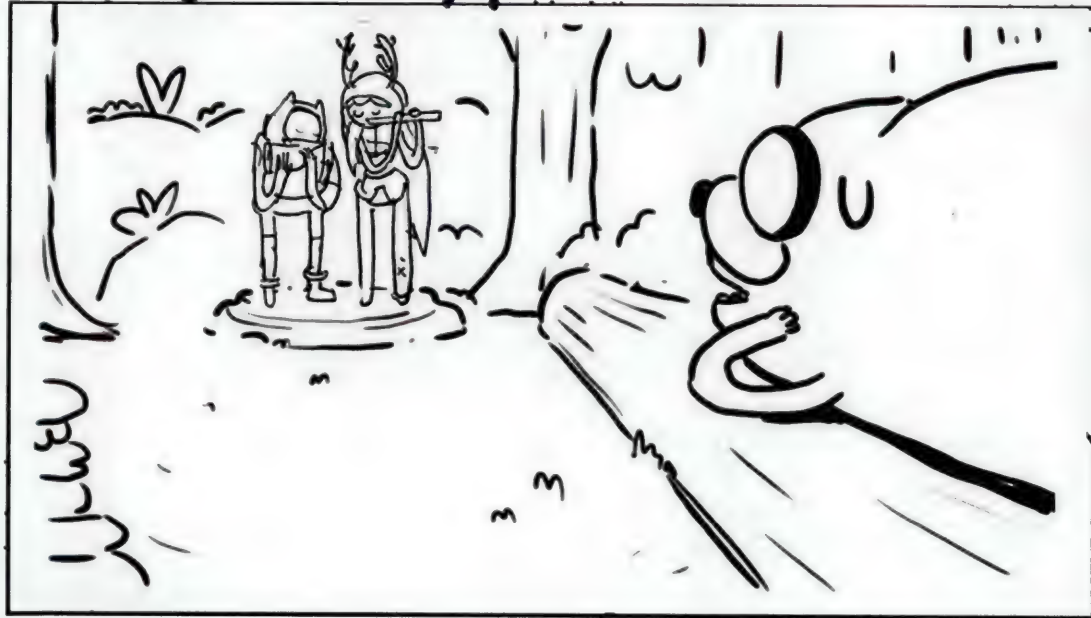
1034/231

1034/231

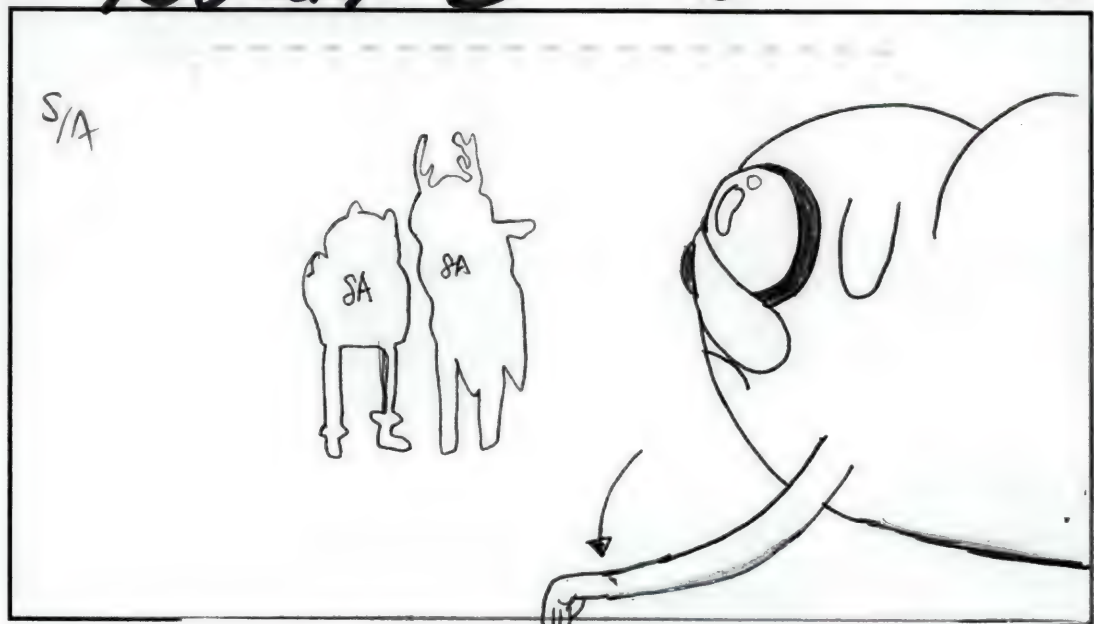
ADVENTURE TIME



Sc. **158** Pnl. **A** Bg. day night



Sc. **158 cont** Pnl. **B** Bg. day night



| | |
|---------|--|
| Dialog: | <p>♪ ♪ ♪ ♪ ♪ →</p> <p>SFX: ♪ SONG IS BEAUTIFUL ♪ →</p> |
| Action: | <p>-JAKE WATCHING</p> <p>AUG 28 2015</p> |
| Timing: | |

1034-231

EPISODE #

Production:

1034/231

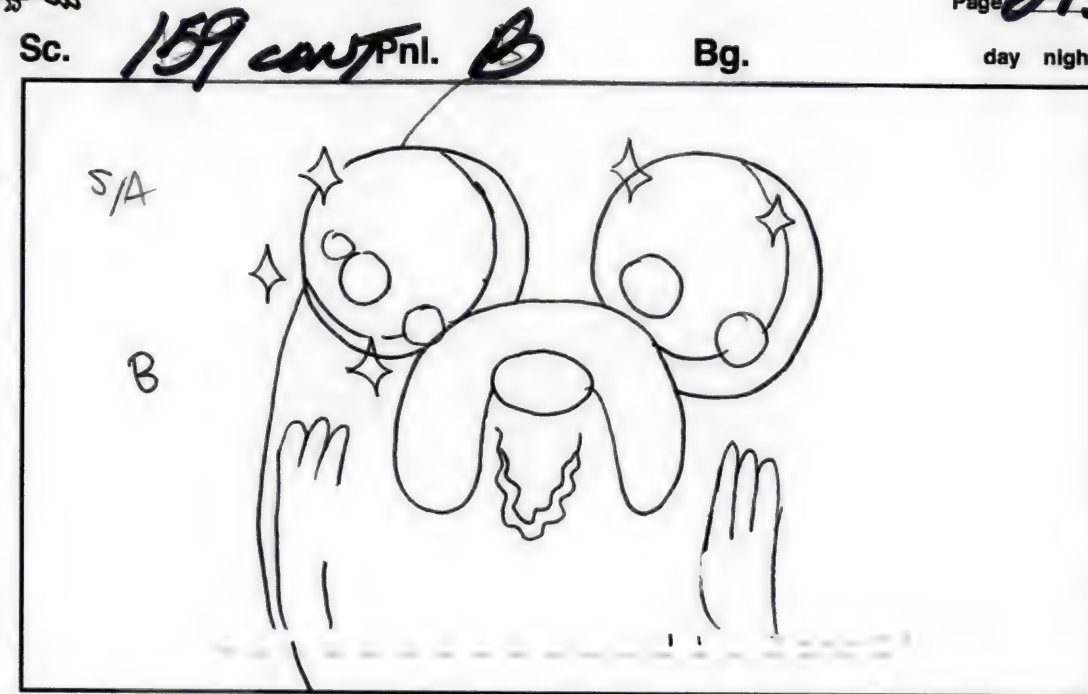
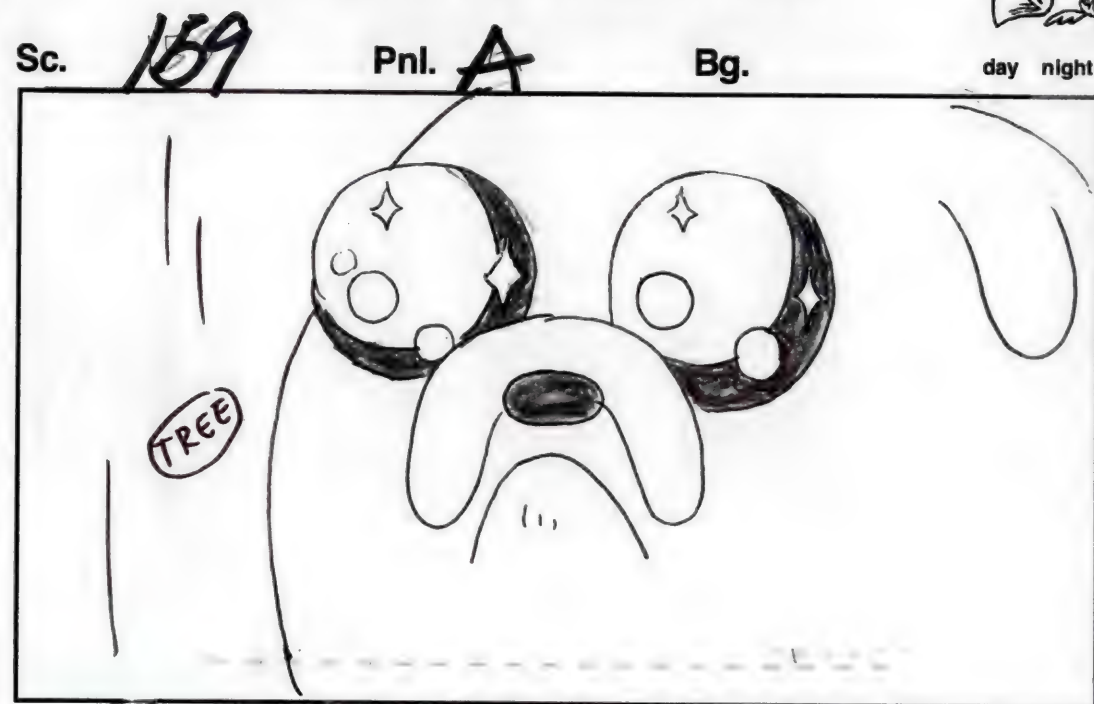
©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

1034/231

ADVENTURE TIME



Page **215**

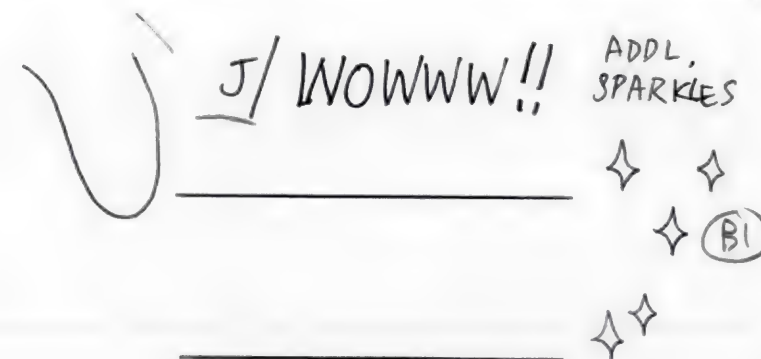


Dialog:

Action:

JAKE'S EYES GO ALL BIG
AND WOBBLY

Timing:



AUG 28 2015

1034-231

EPISODE #

1034/231

Production:

1034/231

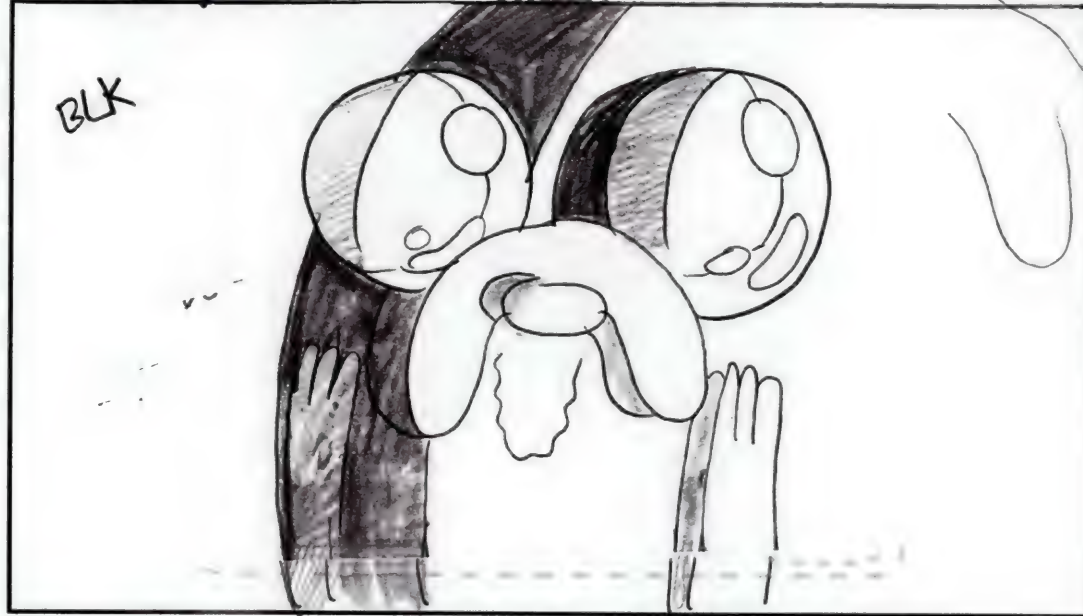
ADVENTURE TIME



Sc. 159 cont Pnl. C

Bg.

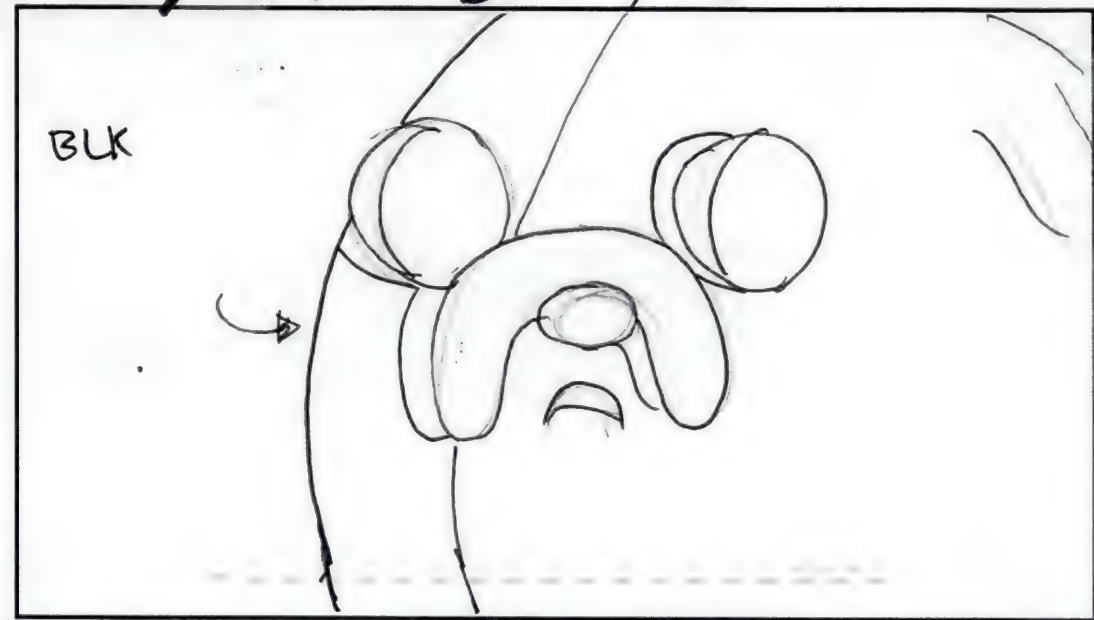
day night



Sc. 159 cont Pnl. D

Bg.

day night



Page 214

1034-231

EPISODE #

1034/231

Production:

Dialog:

J/ WHA?

Action:

BG FADES TO BLACK
BRIGHT LIGHT SHINES FROM RIGHT

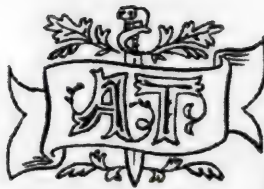
JAKE TURNS TO LOOK

AUG 28 2015

Timing:

1034/231

ADVENTURE TIME

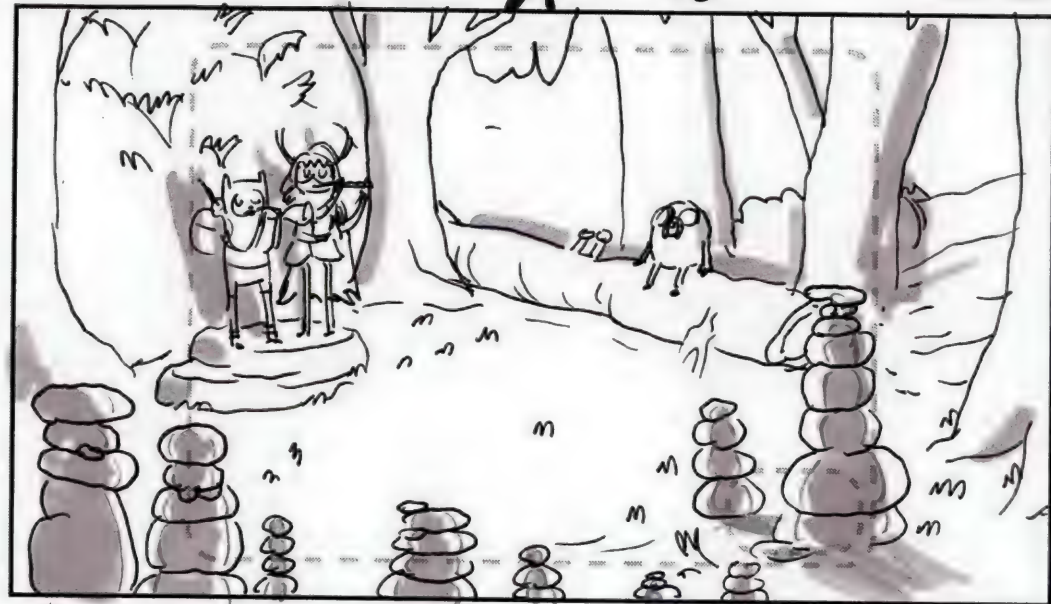


Sc. **1600**

Pnl. **A**

Bg.

day night

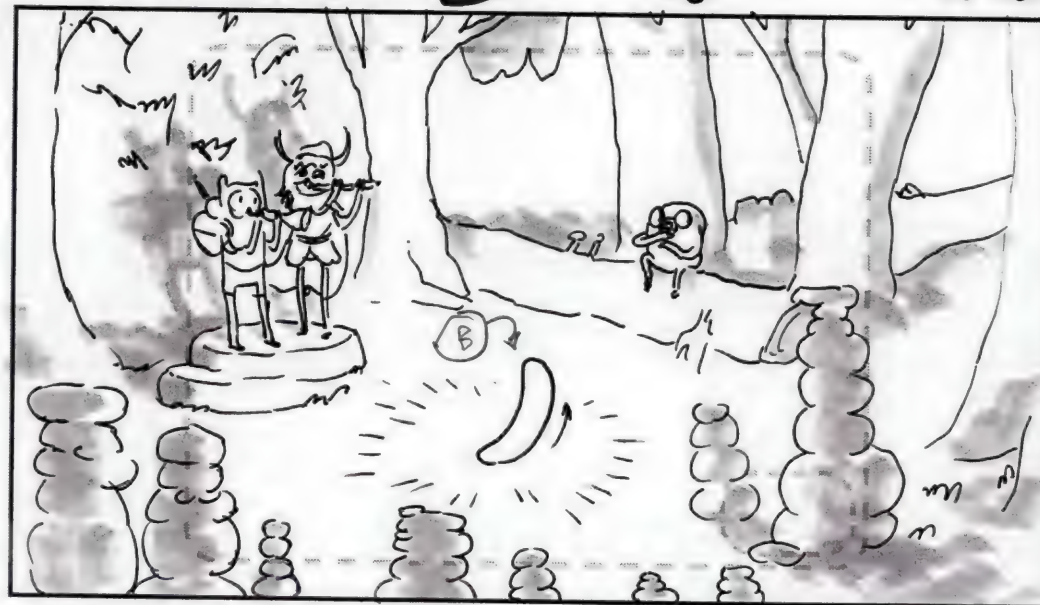


Sc. **160 cont**

Pnl. **B**

Bg.

day night



Page **217**

EPISODE #

1034-231

1034/231

Dialog:

SFX:

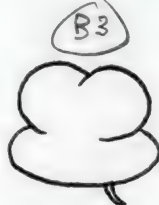
SFX: = GLOWY SOUND

Action:

+ WIND, MAYBE A HUM

Timing:

SPIRIT OF THE FOREST / Who summons me with the sweet song of longing ??



morphs on

AUG 28 2015

Produ

1034/231

ADVENTURE TIME

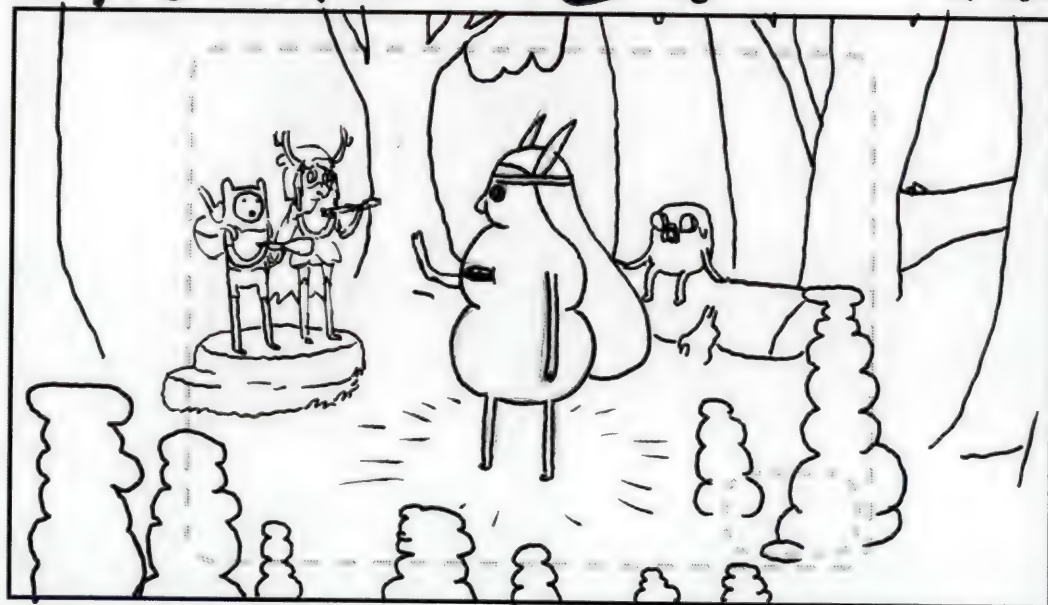


Page **218**

Sc. **160 cont** Pnl.

C Bg.

day night



Sc. **161**

Pnl.

A Bg.

day night



Dialog:

SotF / Oh heyo

Action:

-SOTF COALESCEs, IN THE FLESH

Timing:

SotF / ① Can you see me now? ②



AUG 28 2015

Production:

EPISODE #

1034-231

1034/231

1034/231

1034/231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. **162** Pnl. **A** Bg. day night



Sc. **162 cont** Pnl. **B** Bg. day night



Dialog: Huntress Wizard / ① Yes.

Action:



SotF / ^(cors) How's it been going?

Timing:

AUG 28 2015

EPISODE #

Production:

1034-231

1034/231

1034/231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



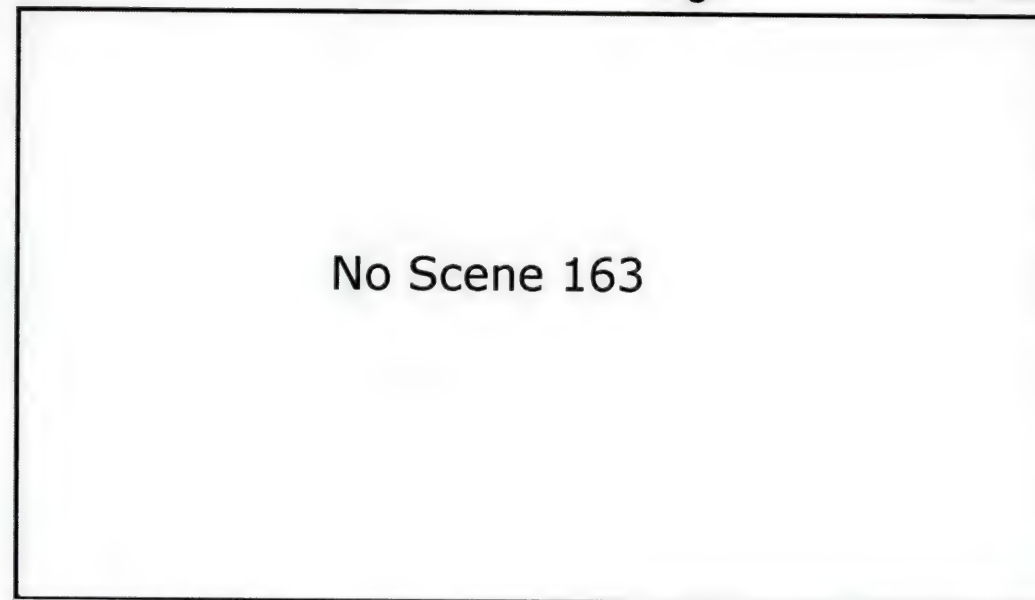
Page **220**

Sc. **162 cont.** Pnl. **C** Bg.

day night

Sc. Pnl. Bg.

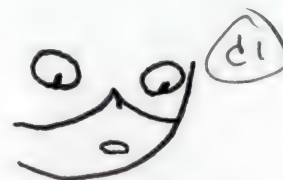
day night



Dialog:

HW ① I been talkin to a lot of twigs.
Where've you been, dude?

Action:



Timing:

AUG 28 2015

EPISODE #

Production:

1034-231

1034/231

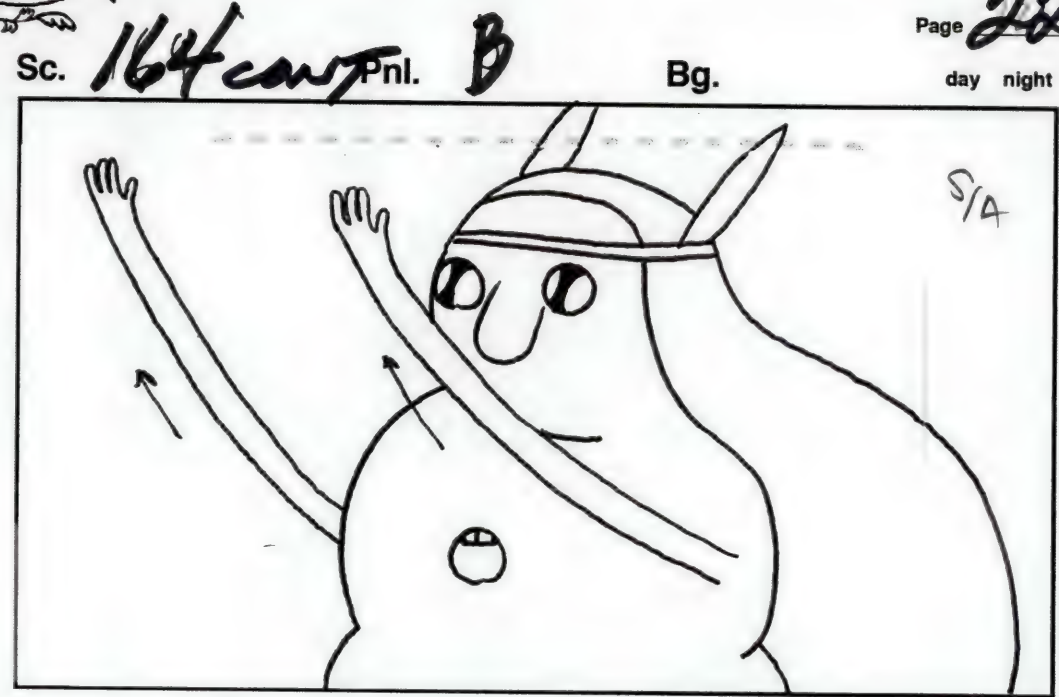
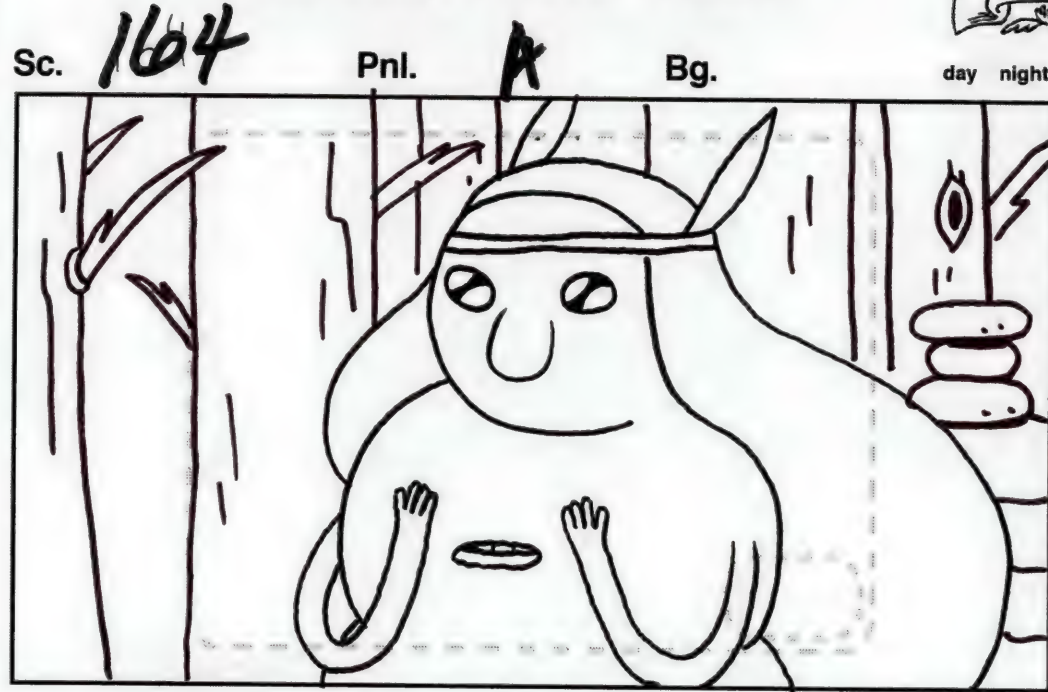
1034/231

1034/231

ADVENTURE TIME



Page **221**
day night



Dialog: SotF / I've been right here

Action:

Timing:

SotF but the forces that drew us close



AUG 28 2015

EPISODE #

Production:

1034-231

1034/231

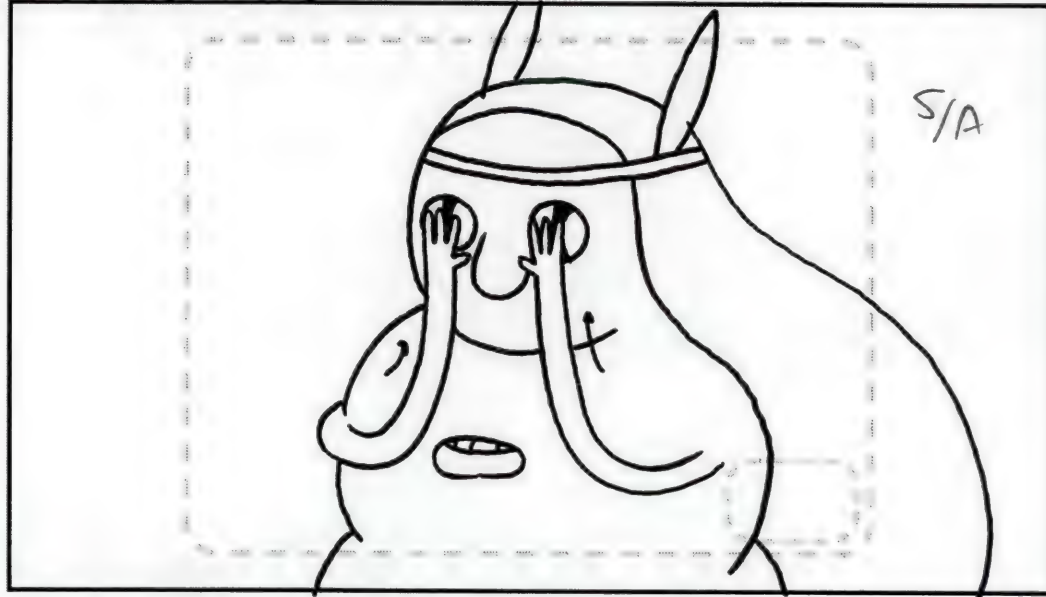
1034/231

ADVENTURE TIME

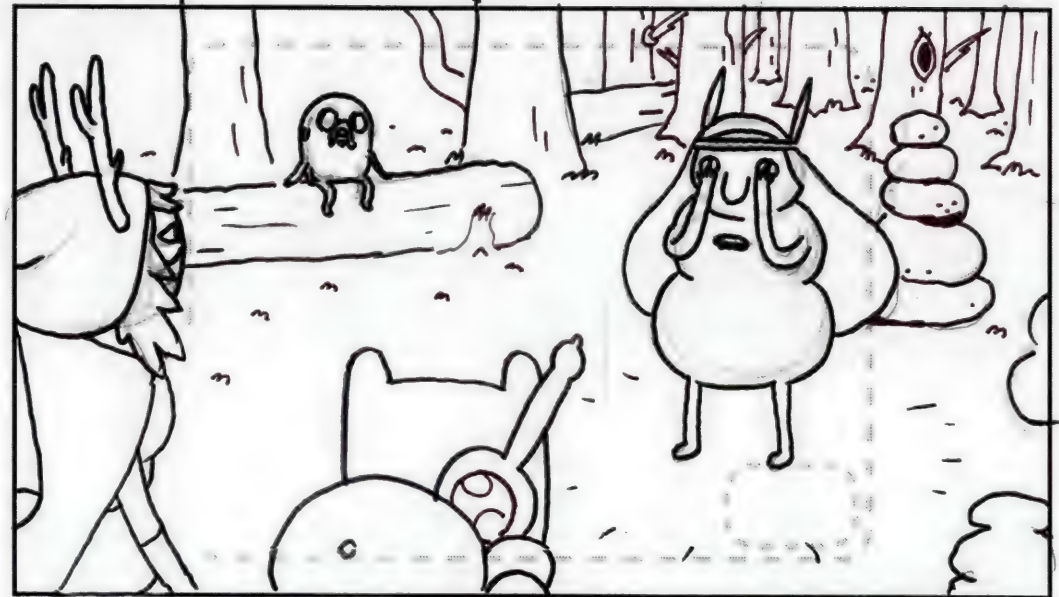


Page **222**

Sc. **164 cont** Pnl. **C** Bg. day night



Sc. **165** Pnl. **A** Bg. day night



Dialog: SotF/ - became obscured -

SotF/ - as you drifted into the lifestyles of magic city livin'!

Action:

AUG 28 2015

Timing:

EPISODE #

Production:

1034-231

1034/231

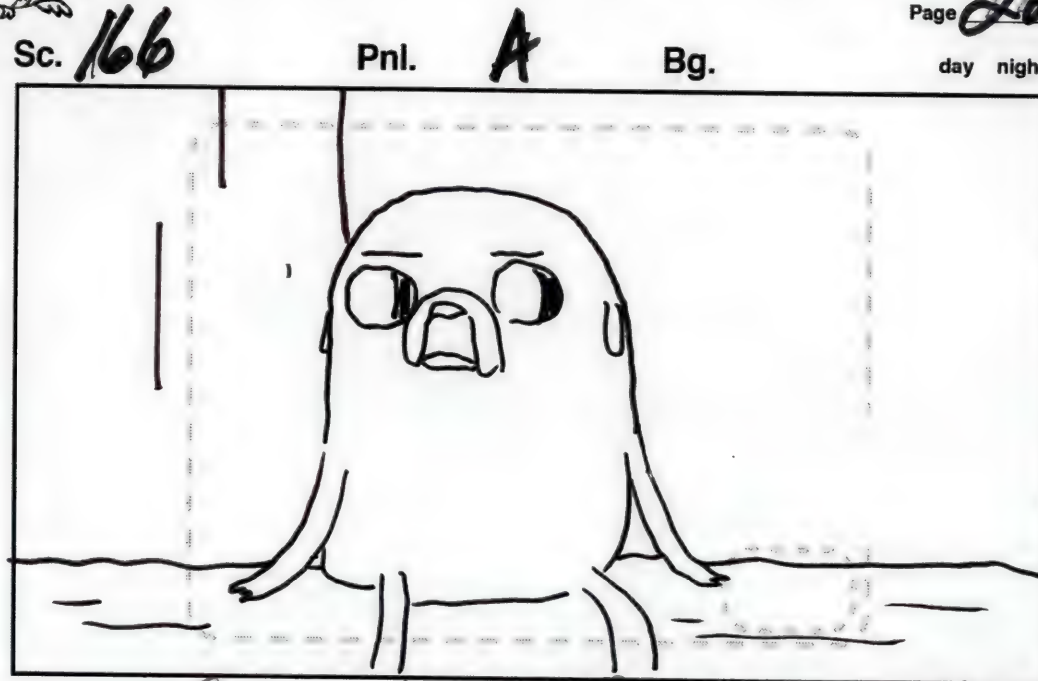
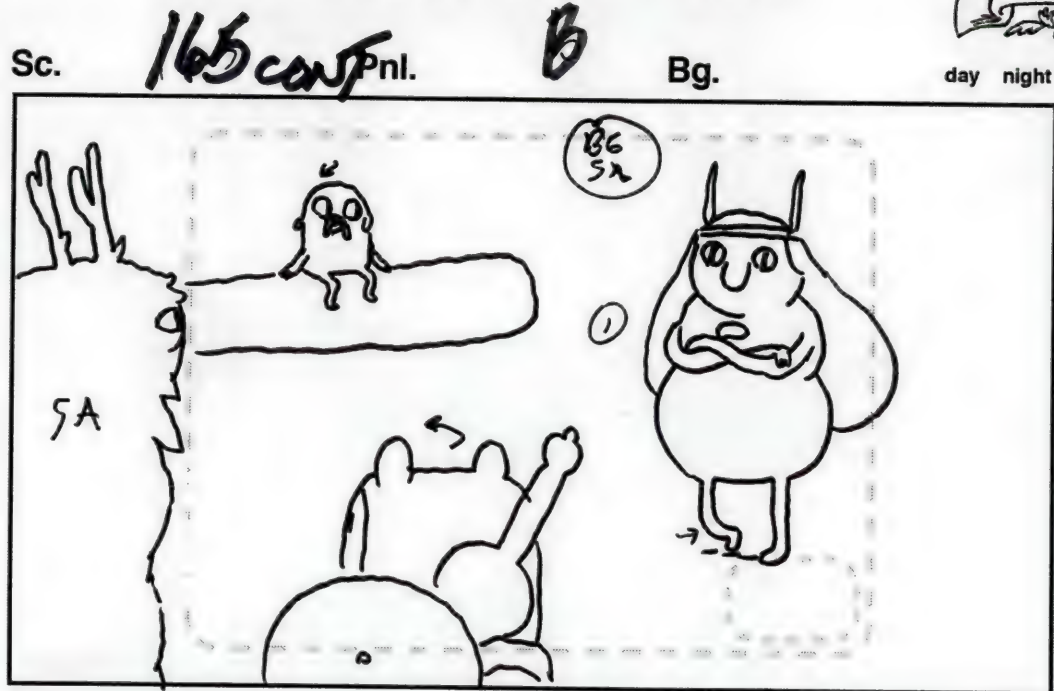
1034/231

1034/231

ADVENTURE TIME



Page **223**
day night

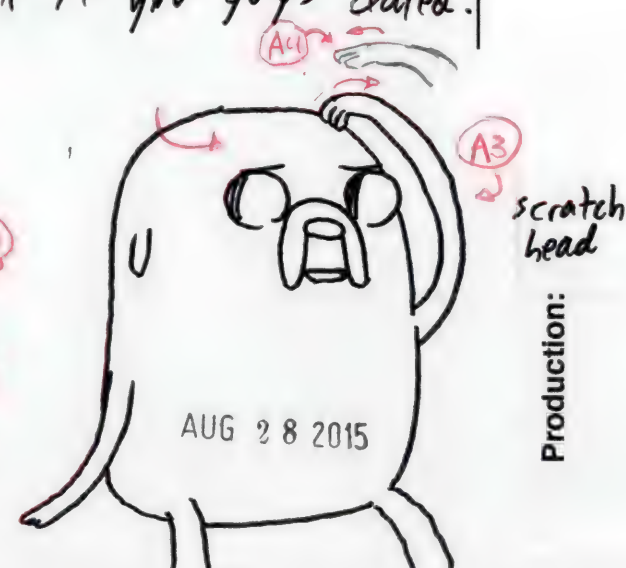


Dialog: Sot F ① Attracting forces ② come and go.
③ it's the way of the world. ④

J/ I still cant tell if hav guys dated.

Action:

Timing:



AUG 28 2015

Production:

EPISODE #

1034-231

1034/231

1034/231

ADVENTURE TIME

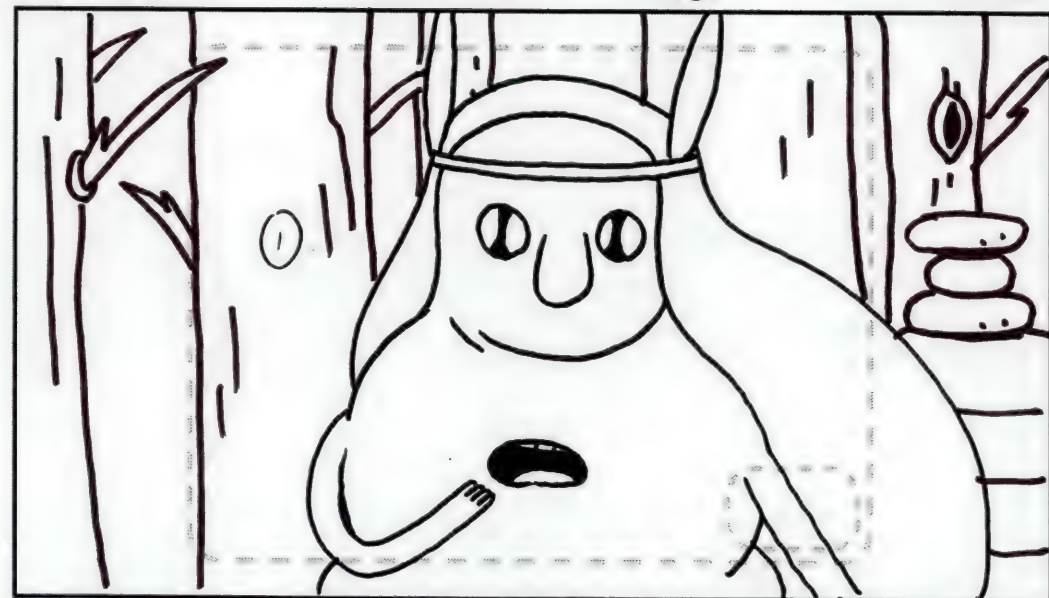


Page **224**
day night

Sc. **167** Pnl. **A** Bg. day night



Sc. **168** Pnl. **A** Bg. day night



Dialog: HW/But I'm ready to come back now...

Action:

Timing:



SotF/ Are ya though?



AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

1034/231

1034/231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

1034/231

ADVENTURE TIME



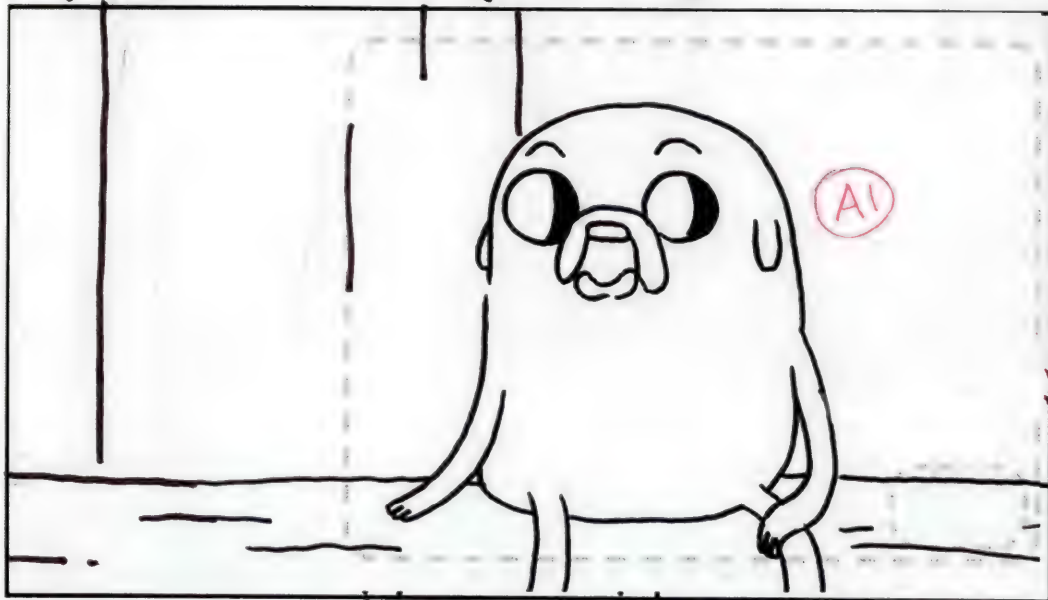
Page **225**

Sc. **169**

Pnl. **A**

Bg.

day night

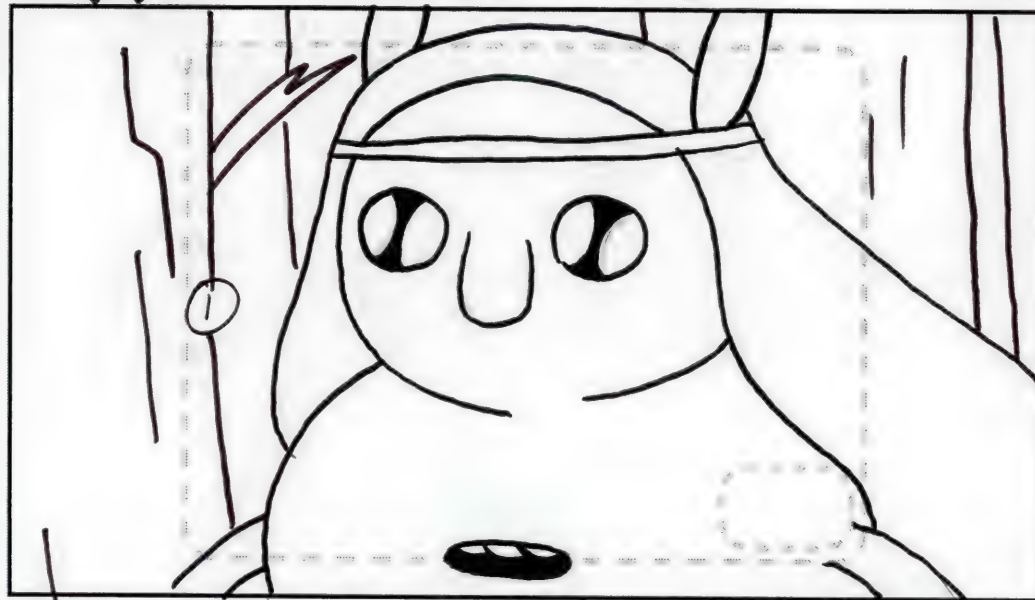


Sc. **170**

Pnl. **A**

Bg.

day night

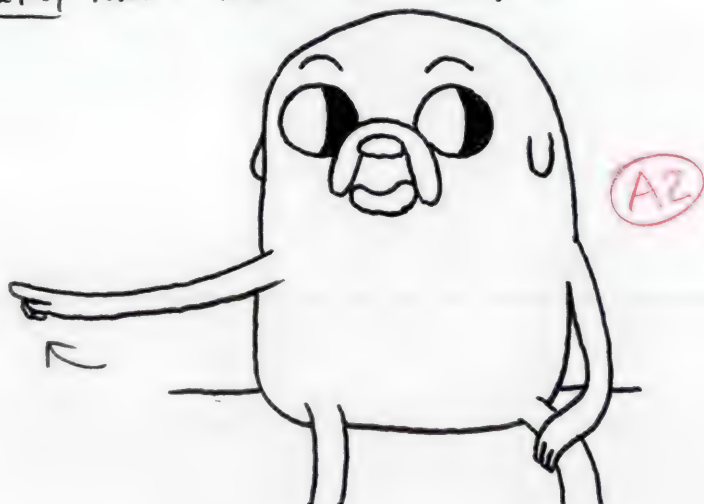


Dialog:

Jake/ That's what I'm sayin'.

Action:

Timing:



SotF/ Finn, who was your flute spell for?



EPISODE # **1034-231**

Production:

1034/231

1034/231

ADVENTURE TIME

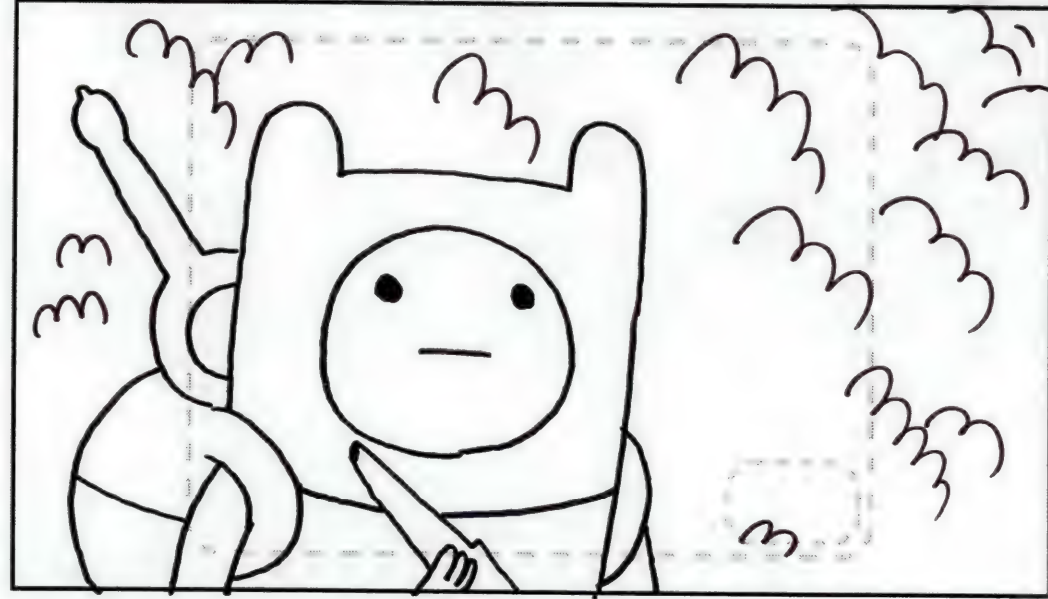


Sc. **171**

Pnl. **A**

Bg.

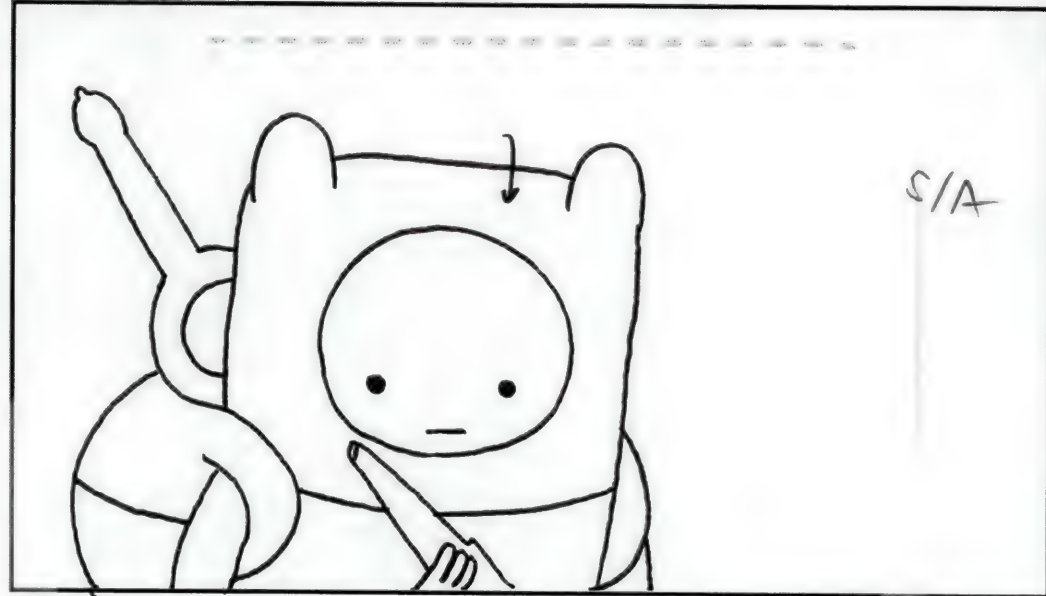
day night



Sc. **171 cont** Pnl. **B**

Bg.

Page **226**
day night



1034-231

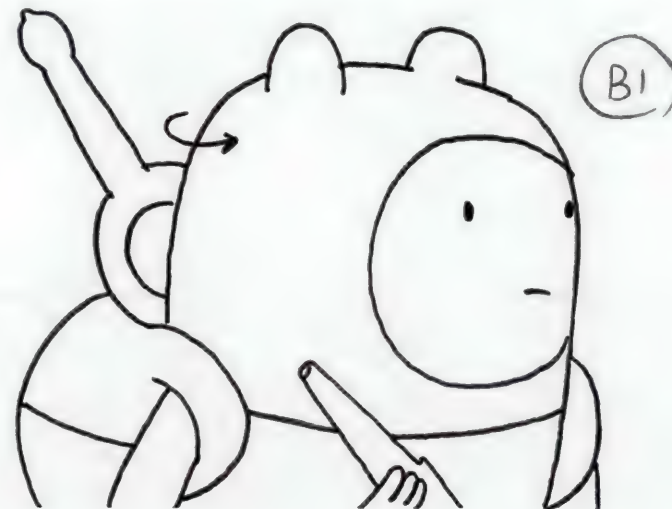
EPISODE #

1034/231

Dialog:

Action:

Timing:



AUG 28 2015

-F. LOOKS
AT TUSHY,
THEN AT JAKE

Production:

1034/231

ADVENTURE TIME



Sc. **172**

Pnl. **A**

Bg.

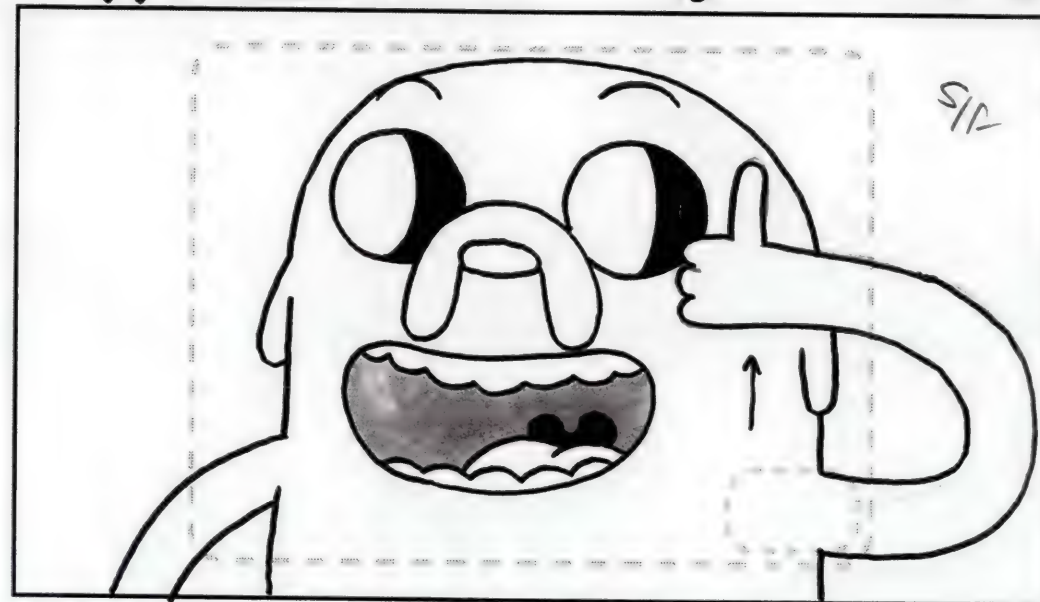
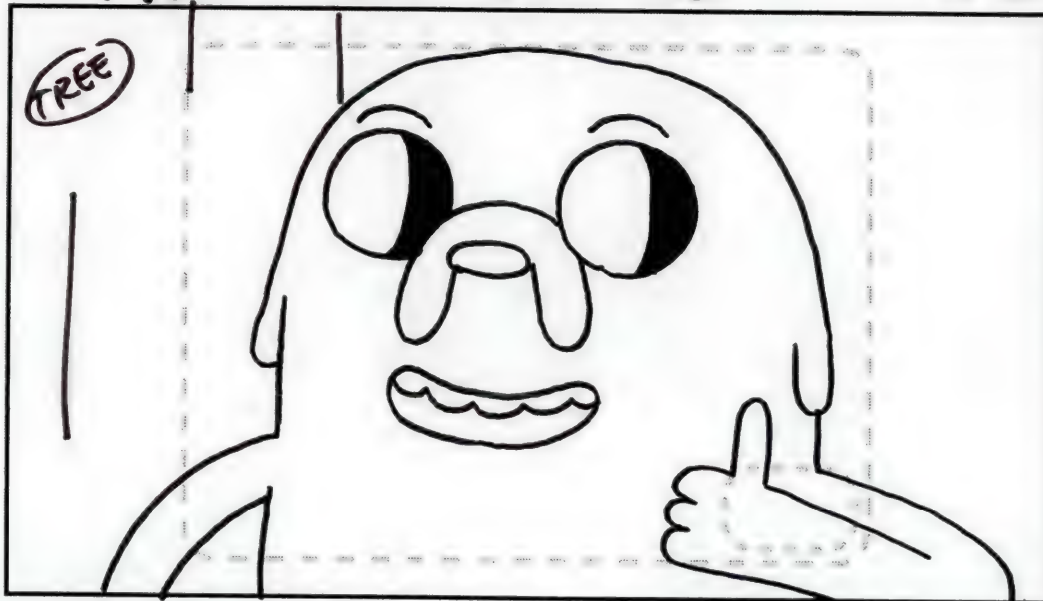
day night

Sc. **172 cont. B**

Pnl. **B**

Bg.

Page **227**
day night



Dialog:

Action:

Timing:

THUMBS UP

AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

1034/231

ADVENTURE TIME



Page **228**

Sc. **173**

Pnl. **A**

Bg.

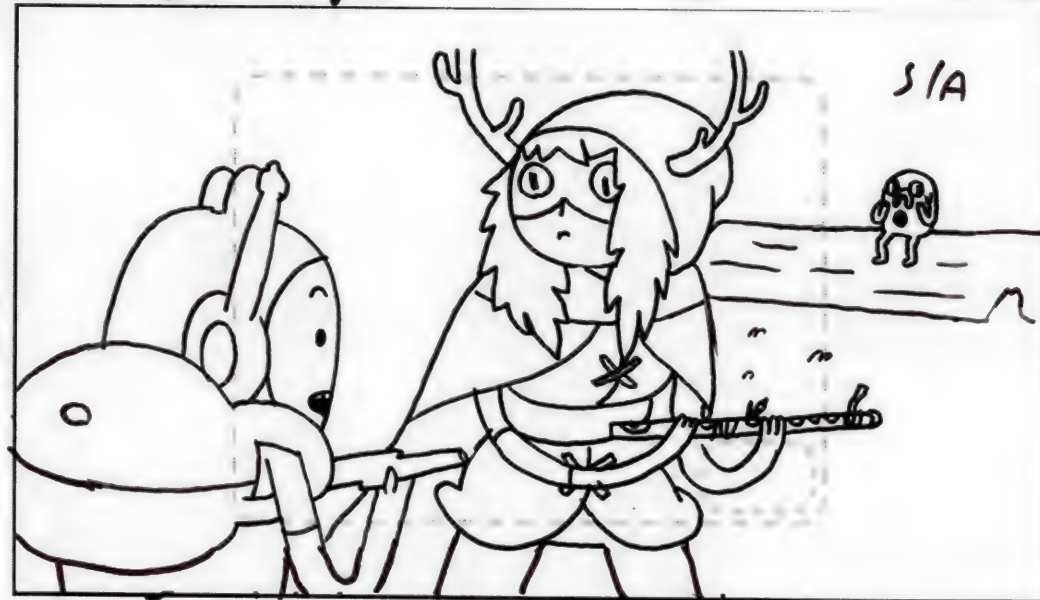
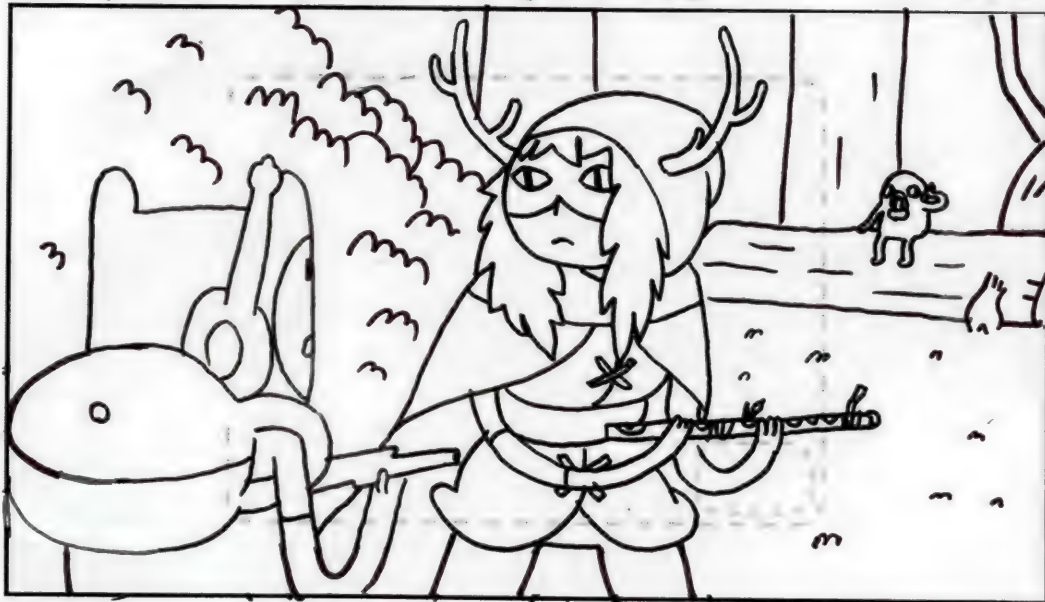
day night

Sc. **173 cont**

Pnl. **B**

Bg.

day night



Dialog:

Finn/ I was playing my flute for you the
whole time.

(B)
(JAKE REACT)

Action:

AUG 28 2015

Timing:

EPISODE #

Production:

1034-231

1034/231

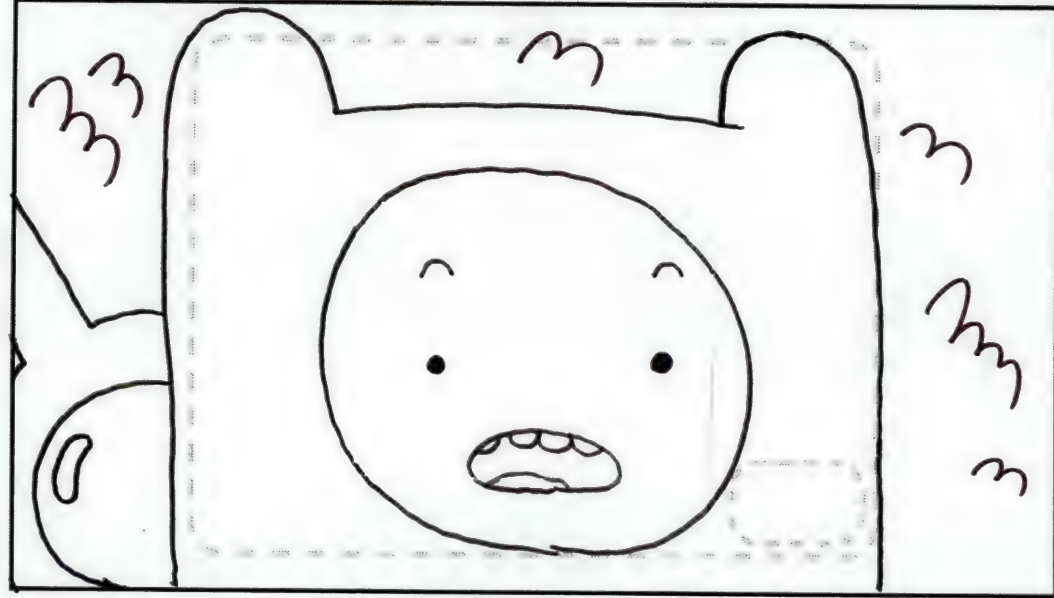
1034/231

ADVENTURE TIME



Page **229**

Sc. **174** Pnl. **A** Bg. day night



Sc. **175** Pnl. **A** Bg. day night



Dialog: Finn / But I knew you had a thing with this dude

F/ and he seems cool
(o/s)

Action

Timing



Wind rustling
Blowing
Hair



EPISODE #

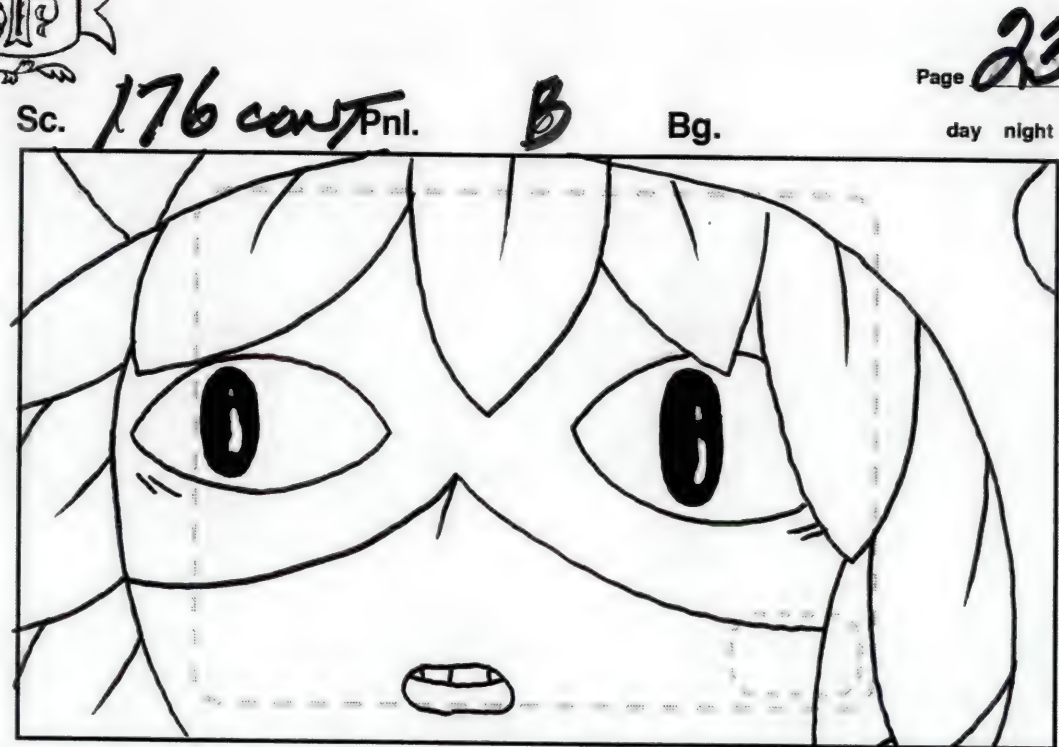
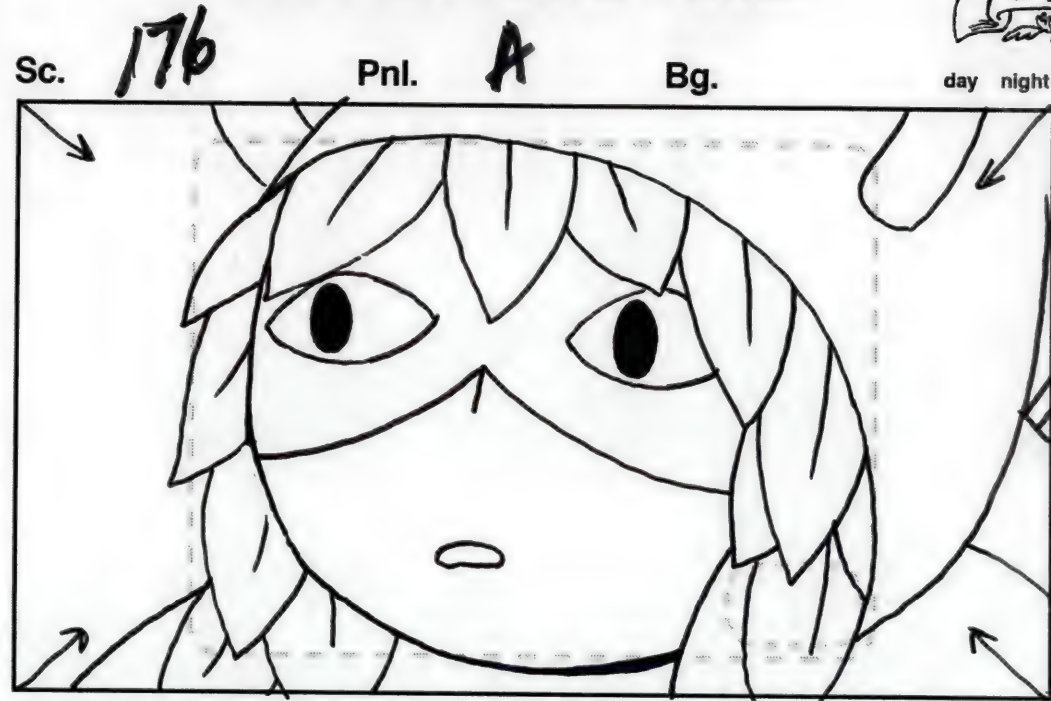
Production:

1034-231

1034/231

1034/231

ADVENTURE TIME



| | | |
|---------|--|--|
| Dialog: | F/50 I was just gonna keep playing this flute song about my secret feelings untill my flute broke. | |
| Action: | truck in on Huntress Wizard | |
| Timing: | | |

AUG 28 2015

1034/231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 177

Pnl. A

Bg.

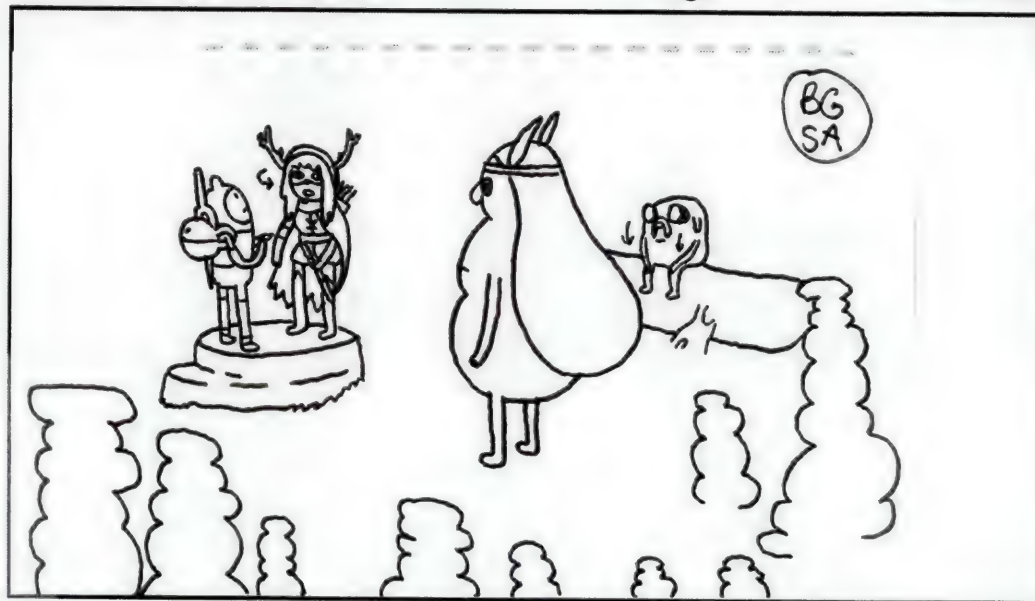
day night



Sc. 177 cont Pnl. B

Bg.

Page 231
day night



Dialog:

Huntress Wizard/ I uh... I WORRY THAT... HW/ hard meat don't get eat.

Action:

AUG 28 2015

Timing:

EPISODE #

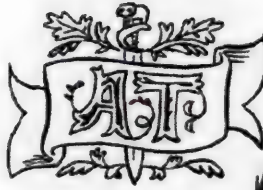
1034-231

Production:

1034/231

1034/231

ADVENTURE TIME

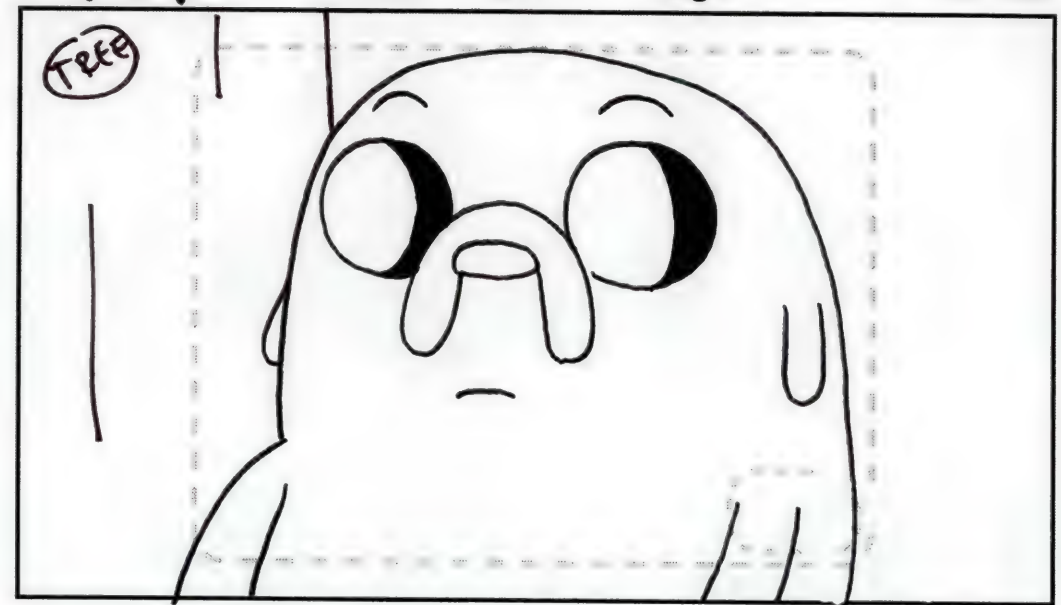


Page **232**

Sc. **178** Pnl. **A** Bg. day night



Sc. **179** Pnl. **A** Bg. day night



that is to say:

Dialog: HW ① If I ever find what I'm looking for ② I'll become soft + —————→ and cease to matter in this world.



AUG 28 2015

EPISODE # **1034-231**

Production:

1034/231

1034/231

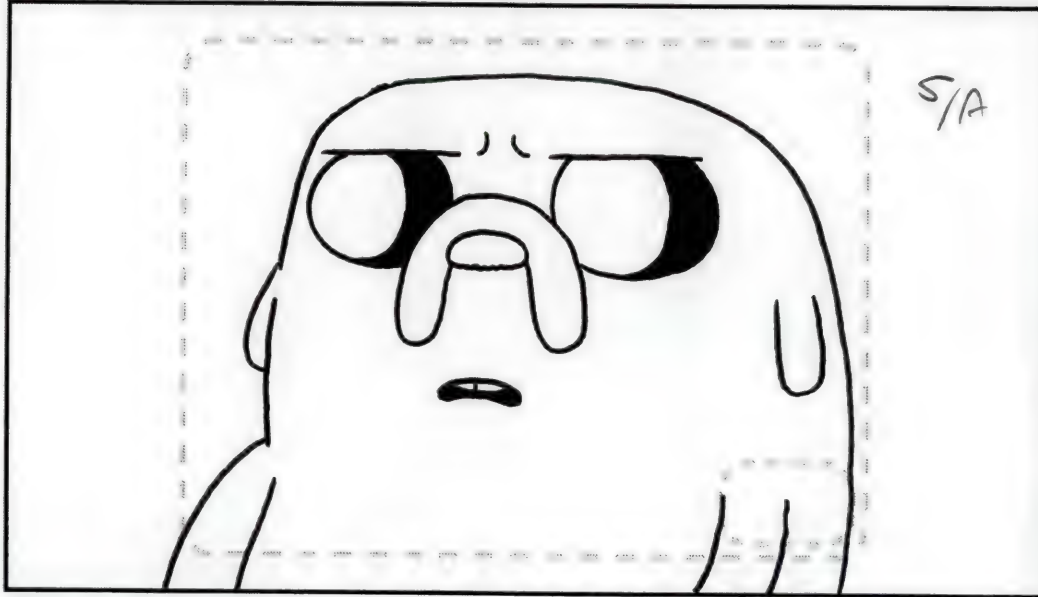
1034/231

ADVENTURE TIME



Sc. **179 cont** Pnl. **B** Bg.

day night



Page **233**
day night

Sc. **180** Pnl. **A** Bg.



Dialog: Jake/ WAT

Action:

Timing:

HW / OFear of softness ② IS WHAT DROVE ME TO THE--



AUG 28 2015

EPISODE #

Production:

1034-231

1034/231

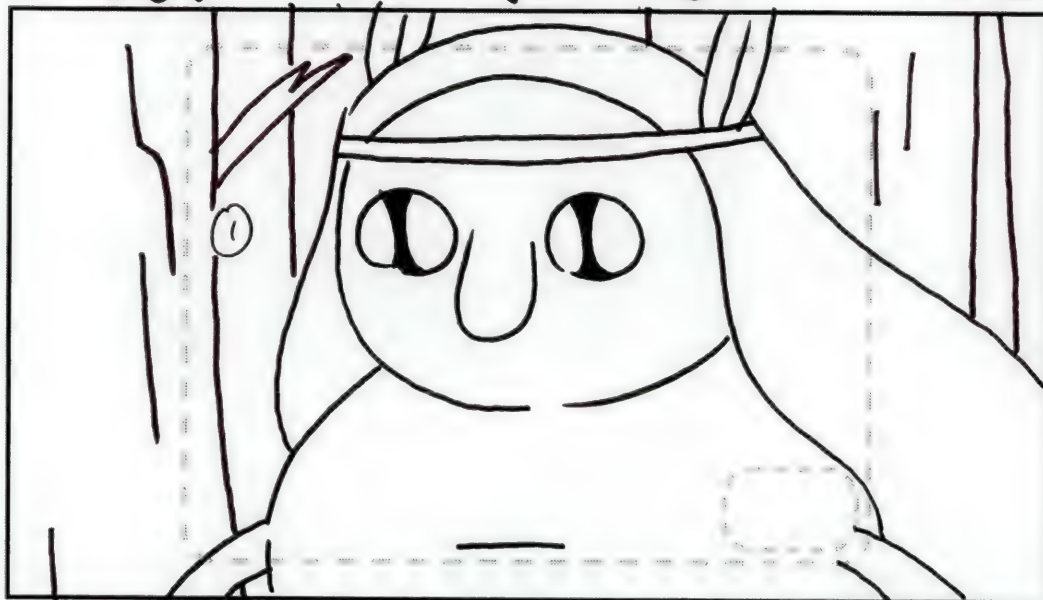
1034/231

ADVENTURE TIME



Page **234**

Sc. **181** Pnl. **A** Bg. day night

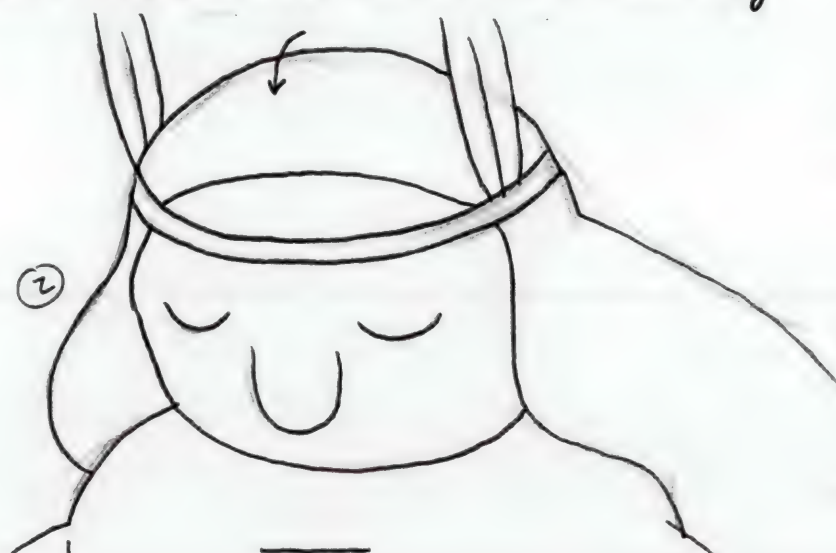


Sc. **182** Pnl. **A** Bg. day night

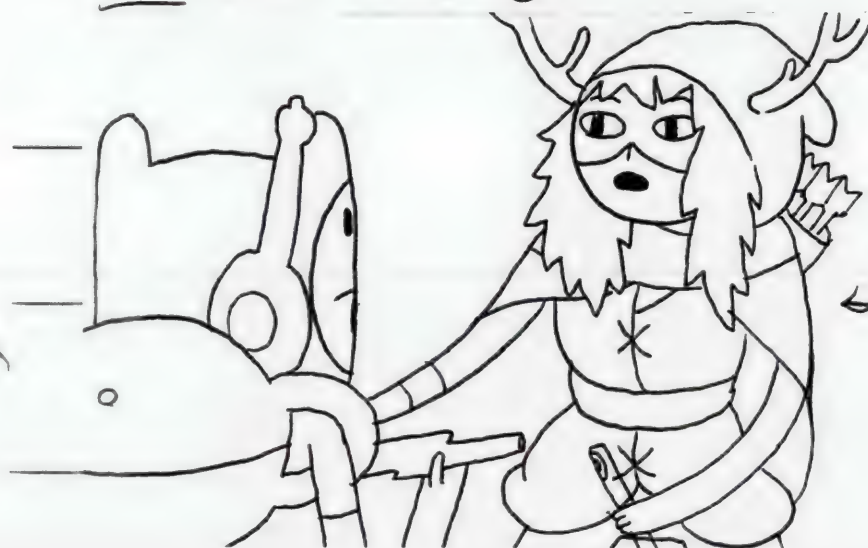


Dialog: HW(os)- Mad and sad world of wizarding

Action:
①②-①
nod
head
Timing:



HW/Oand Finn...②



AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

ADVENTURE TIME



Page **235**

Sc. **182** CONT Pnl. **B** Bg.

day night

Sc. **182** CONT Pnl. **C** Bg.

day night



Dialog: Finn/ Yeah what

SFX: Smooch

Action:

AUG 28 2015

Timing:

1034-231

EPISODE #

1034/231

Production:

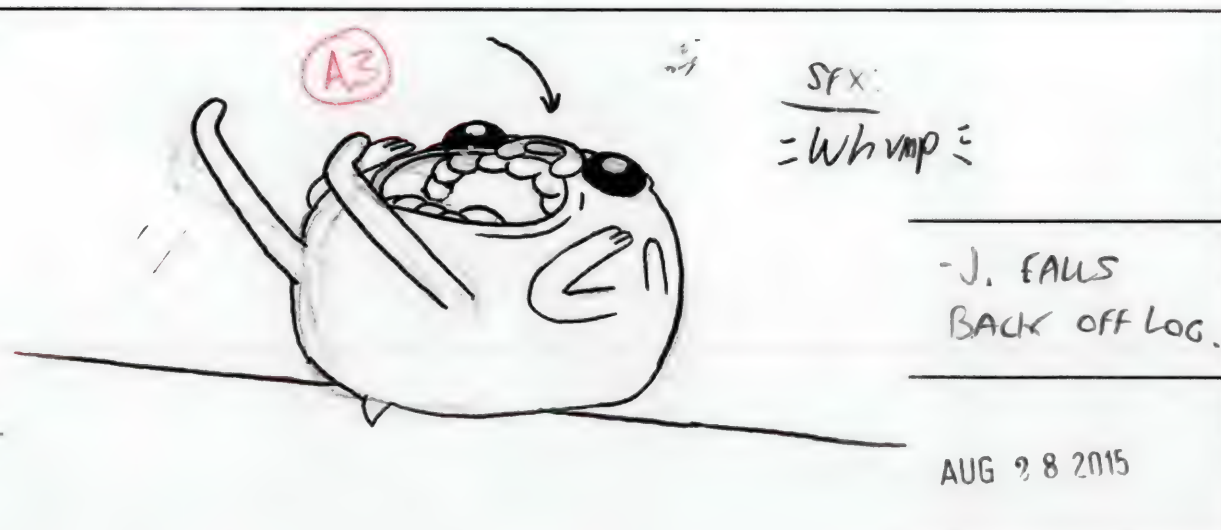
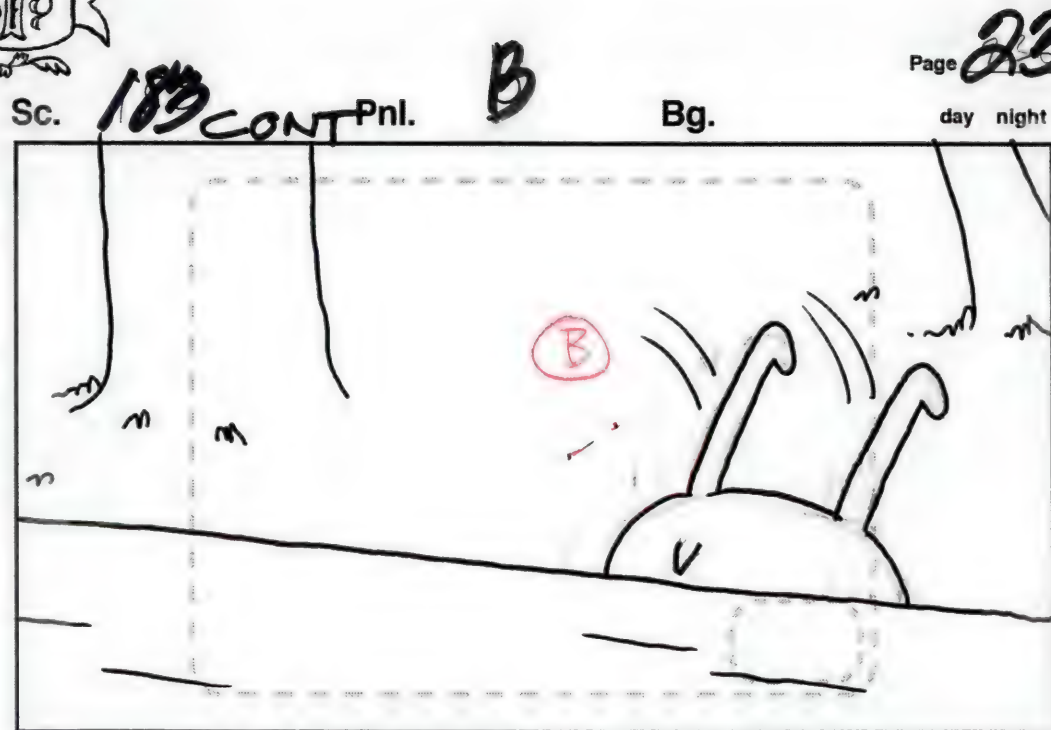
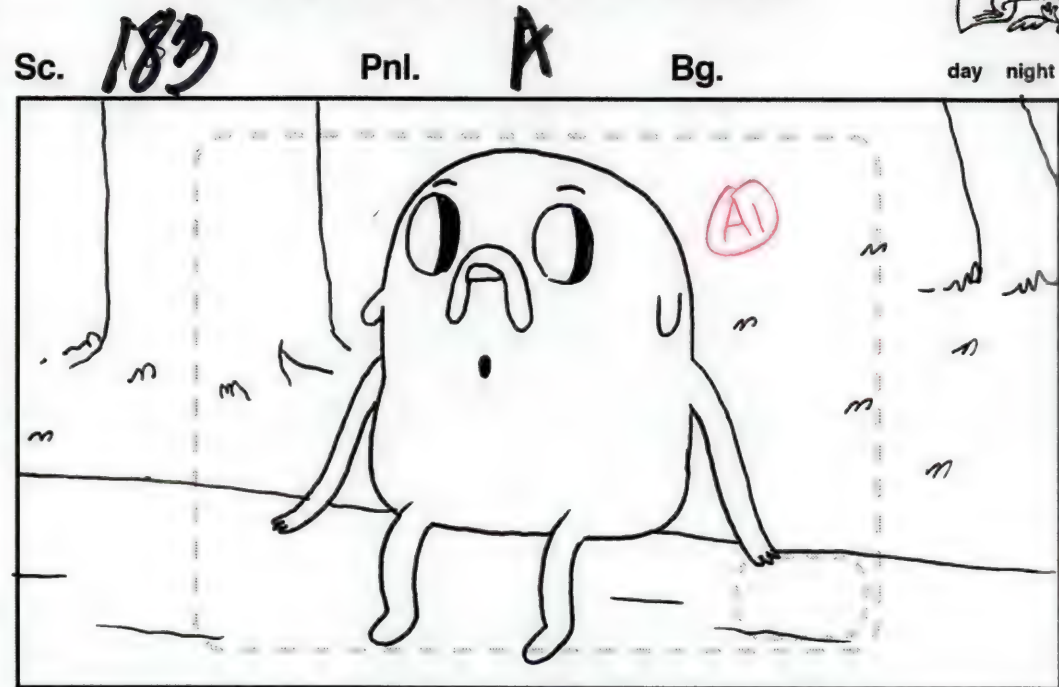
1034/231

1034/231

be sold or transferred.

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be

ADVENTURE TIME



1034-231

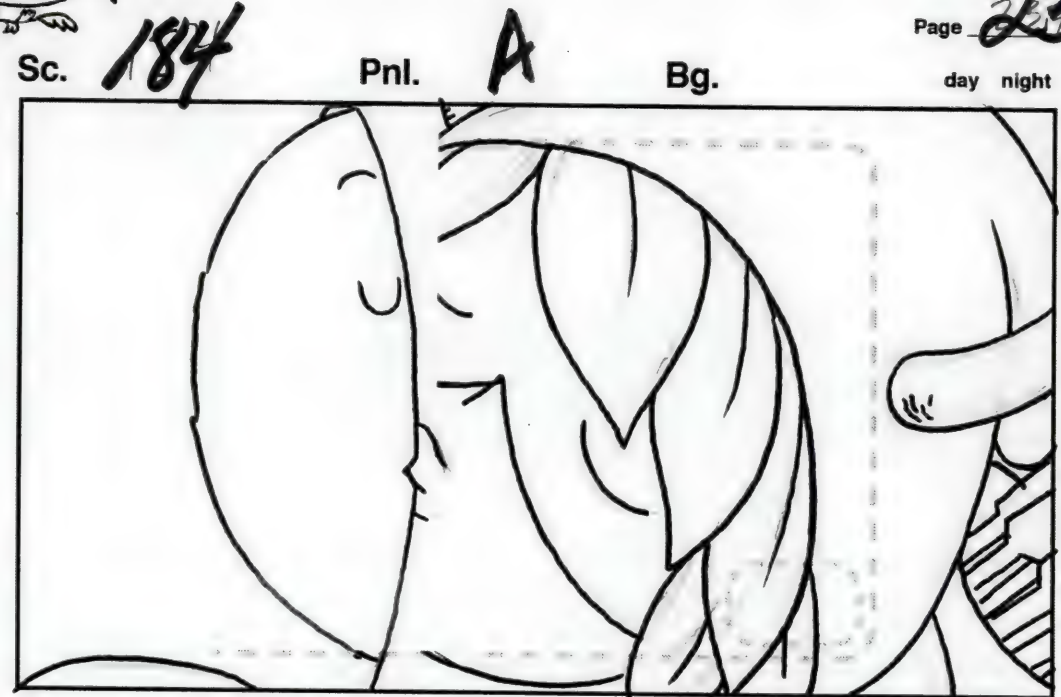
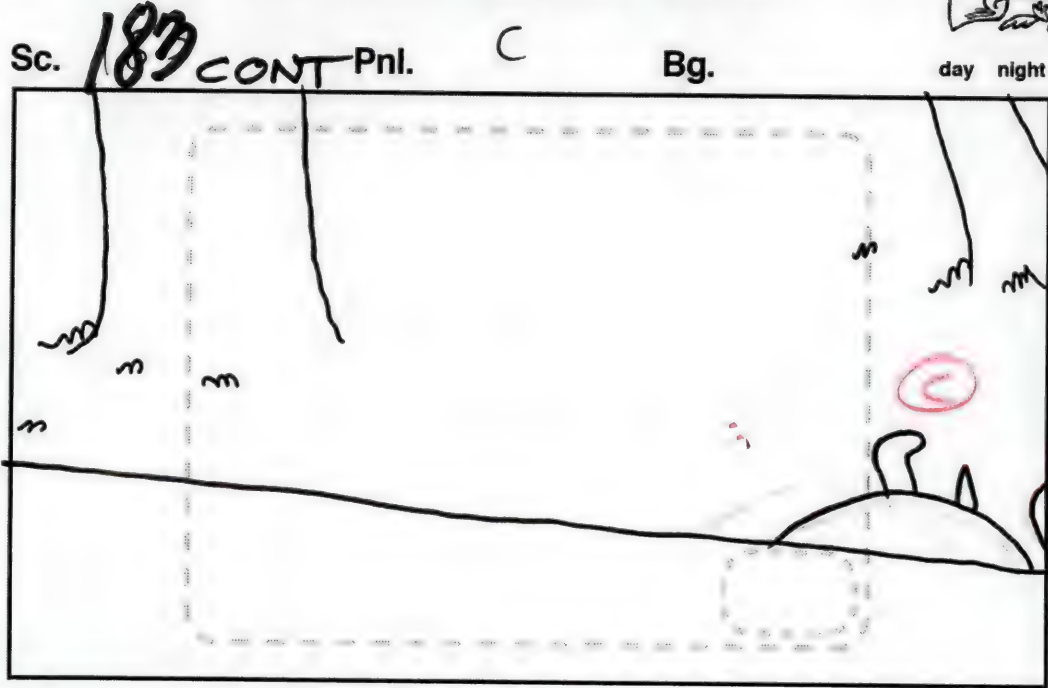
EPISODE #

1034/231

Production:

1034/231

ADVENTURE TIME



Page **237**

| | |
|---------|--|
| Dialog: | <p>Sfx: : WHUMPH :</p> <p>AUG 9 8 2015</p> |
| Action: | |
| Timing: | |

EPISODE # 1034-231

Production:

1034/231

1034/231

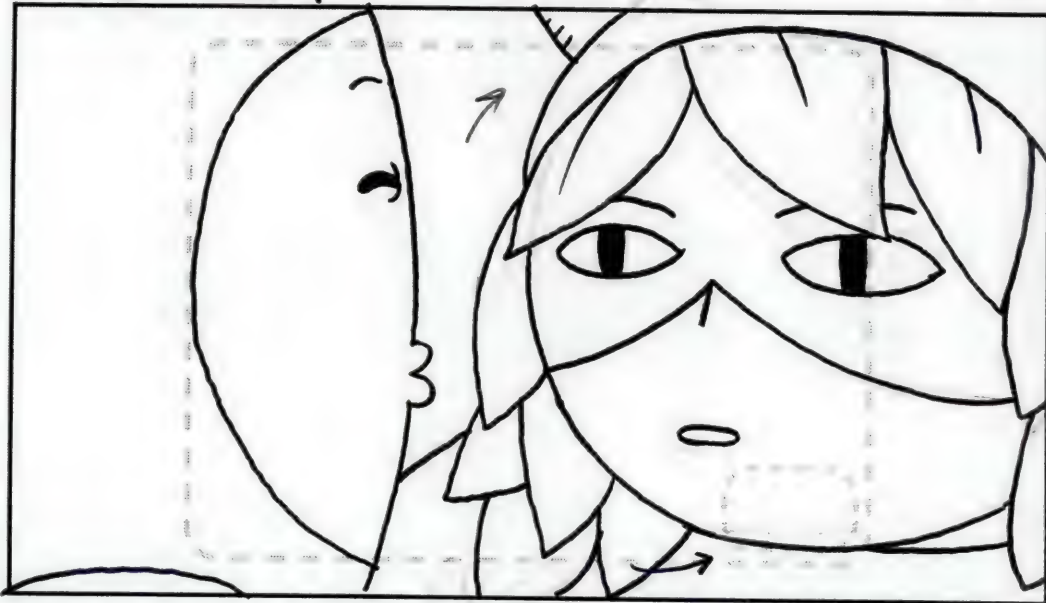
ADVENTURE TIME



Sc. 184 CONT Pnl. B

Bg.

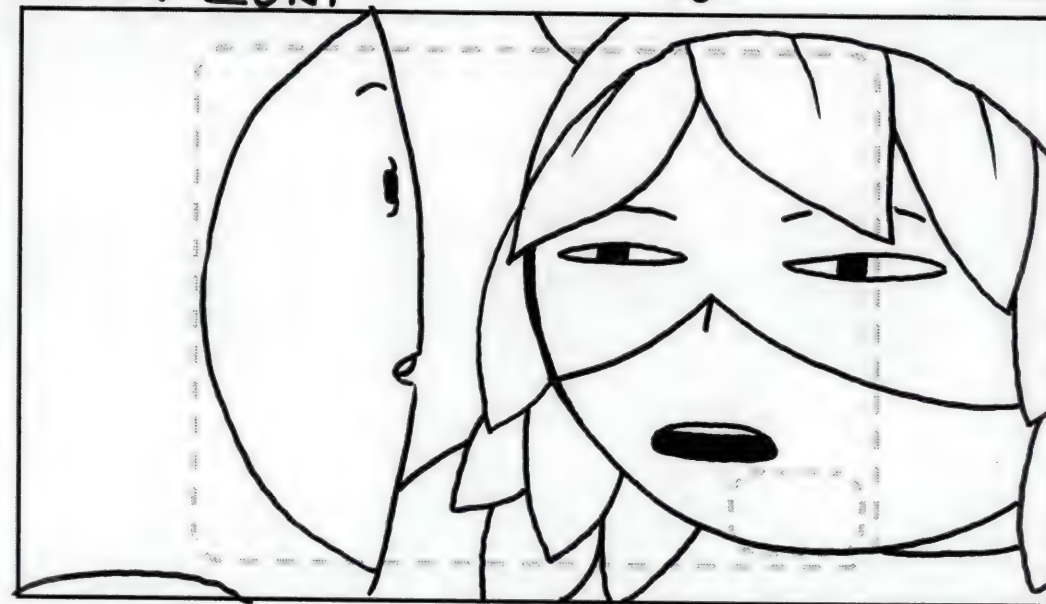
day night



Sc. 184 CONT Pnl. C

Bg.

day night



Page 238

Dialog: HW/ my flute spell was for you too.

HW/ You're an exceptional beast and you have great hair.

Action:

Timing:

AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

1034/231

1034/231

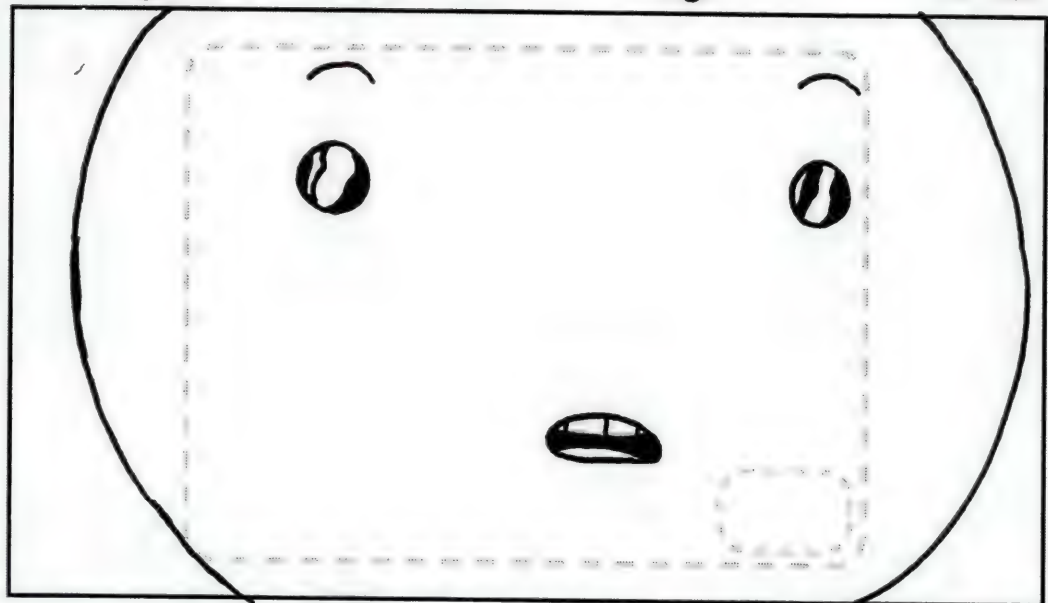
ADVENTURE TIME



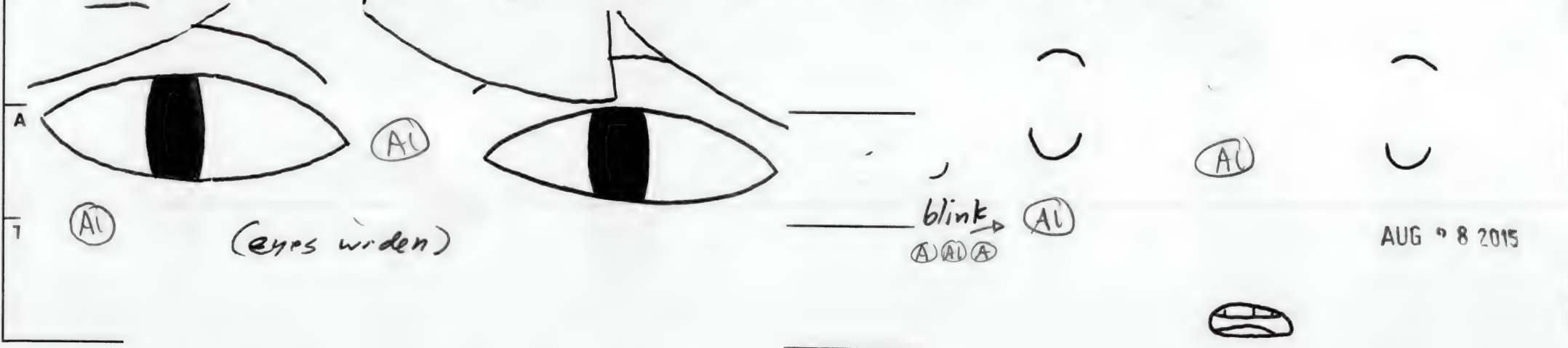
Sc. **185** Pnl. **A** Bg. day night



Sc. **186** Pnl. **A** Bg. day night



Dialog: **HW!** But exceptional beasts like vs — cannot fall in love.



AUG 8 2015

1034-231

EPISODE #

Production:

1034/231

1034/231

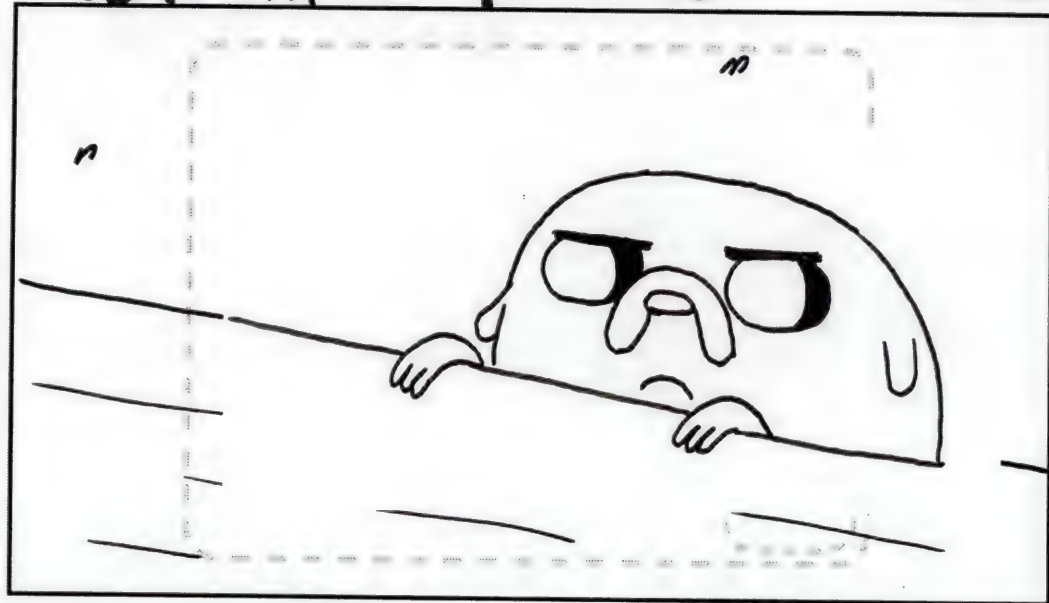
ADVENTURE TIME



Sc. **187** CONT Pnl. **A**

Bg.

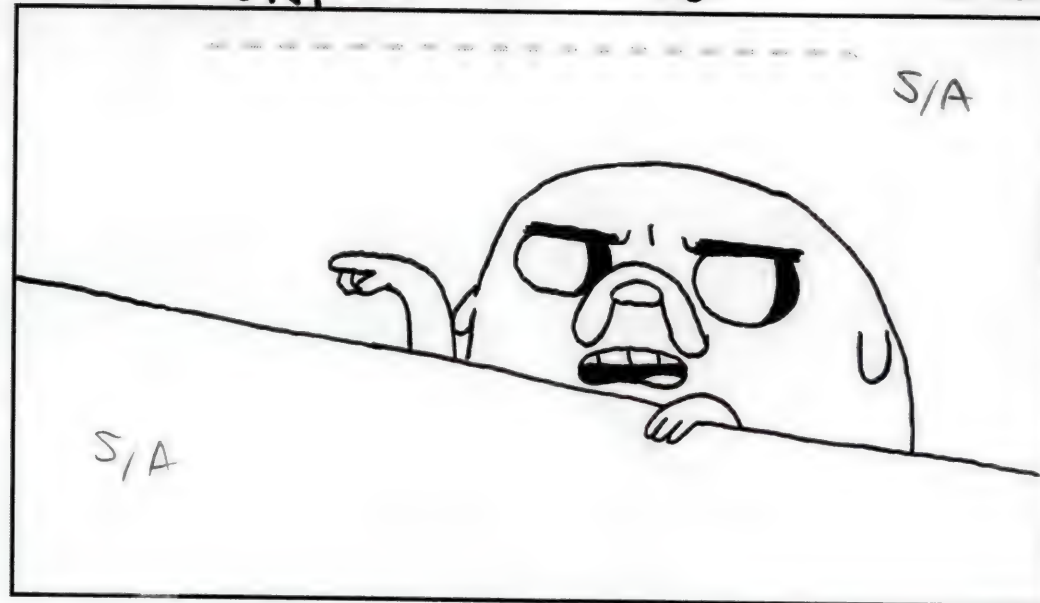
day night



Sc. **187** CONT Pnl. **B**

Bg.

Page **240**
day night



Dialog:

Jake/Uh, That's real-dumb.

Action:

AUG 28 2015

Timing:

EPISODE #

1034-231

Production:

1034/231

1034/231

ADVENTURE TIME



Sc. **188**

Pnl. **A**

Bg.

day night



Sc. **188 CONT**

Pnl. **B**

Bg.

day night



Page **241**

Dialog:

Finn I agree

Action:

Timing:



AUG 9 8 2015

EPISODE #

Production:

1034-231

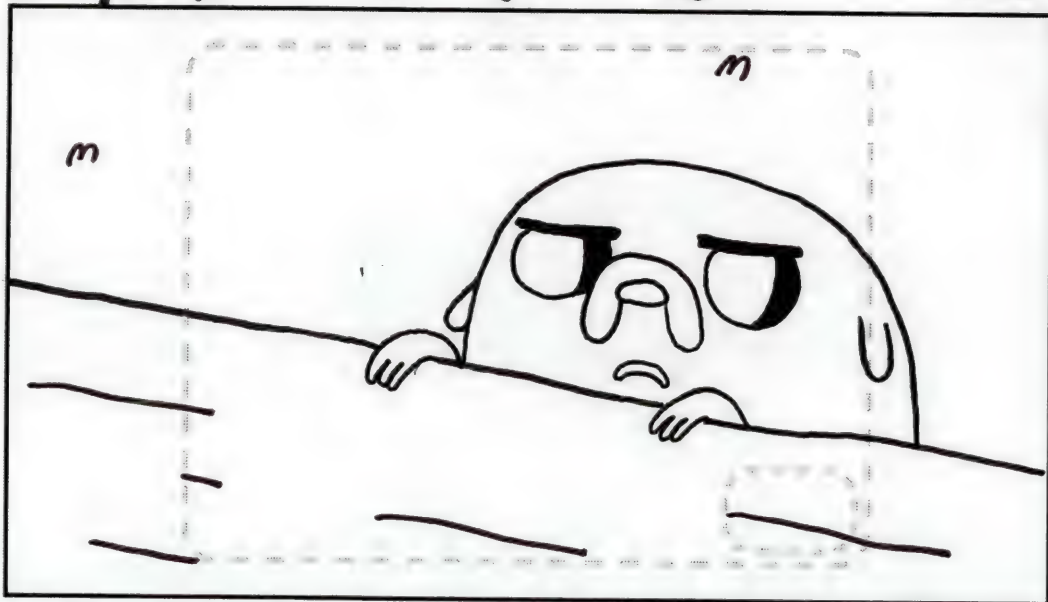
1034/231

1034/231

ADVENTURE TIME



Sc. **189** Pnl. **A** Bg. day night



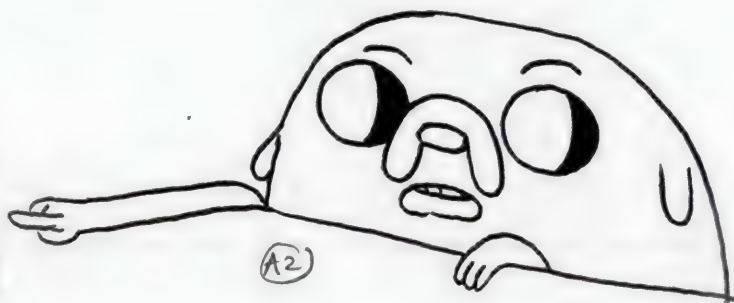
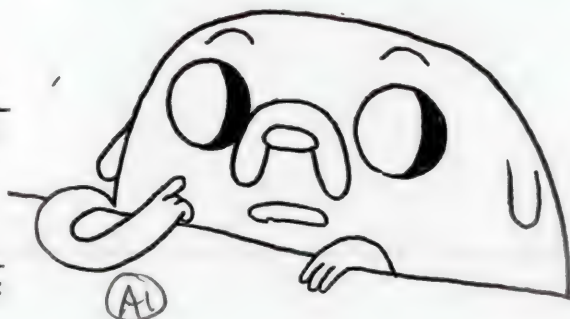
Sc. **190** Pnl. **A** Bg. day night



Dialog: Jake! - Wait you agree with - me or - her?

Action:

Timing:



AUG 28 2015

EPISODE # 1034-231

Production:

1034/231

1034/231

1034/231

1034/231

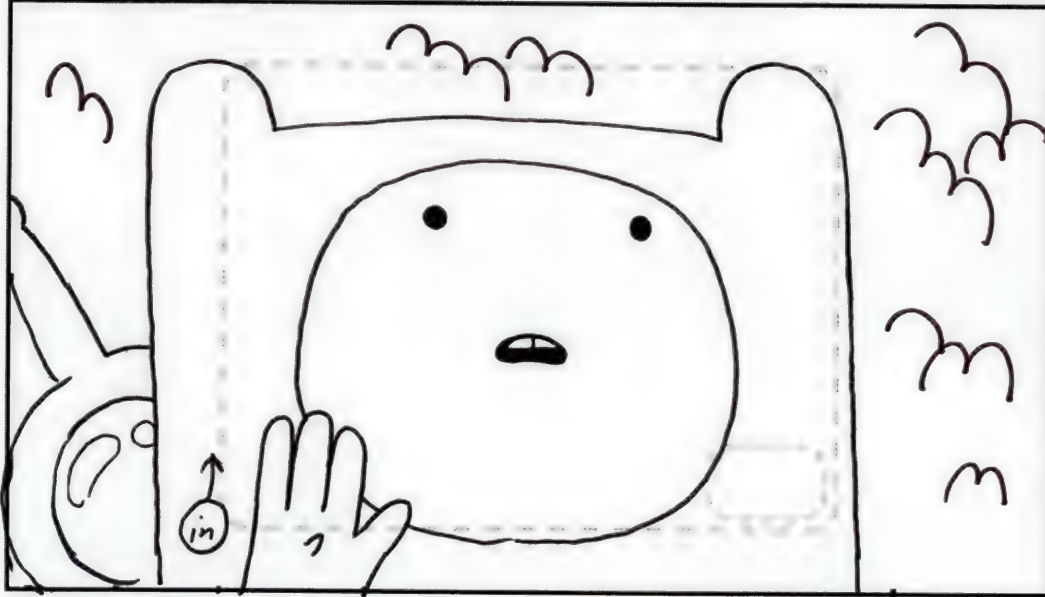
©2013 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



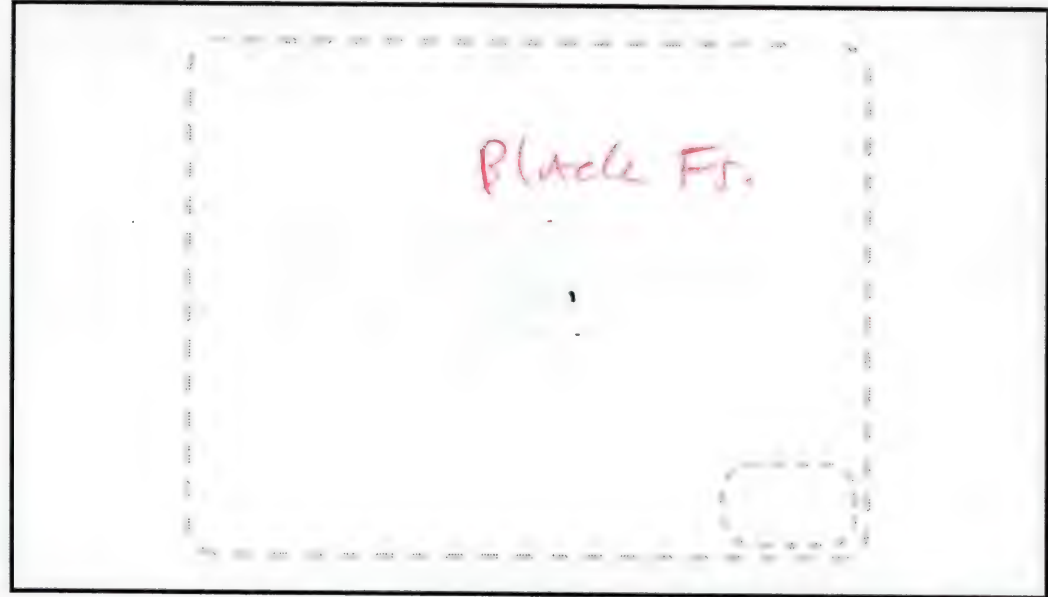
Sc. **191 CONT** Pnl. **A** Bg.

day night



Sc. **191 CONT** Pnl. **B** Bg.

Page **243**
day night



Dialog: Finn / Take it easy Huntress Wizard.

*FADE to
BLACK
FR.*

Action:

AUG 28 2013

Timing:

EPISODE # 1034-231

Production #

Production:

1034/231

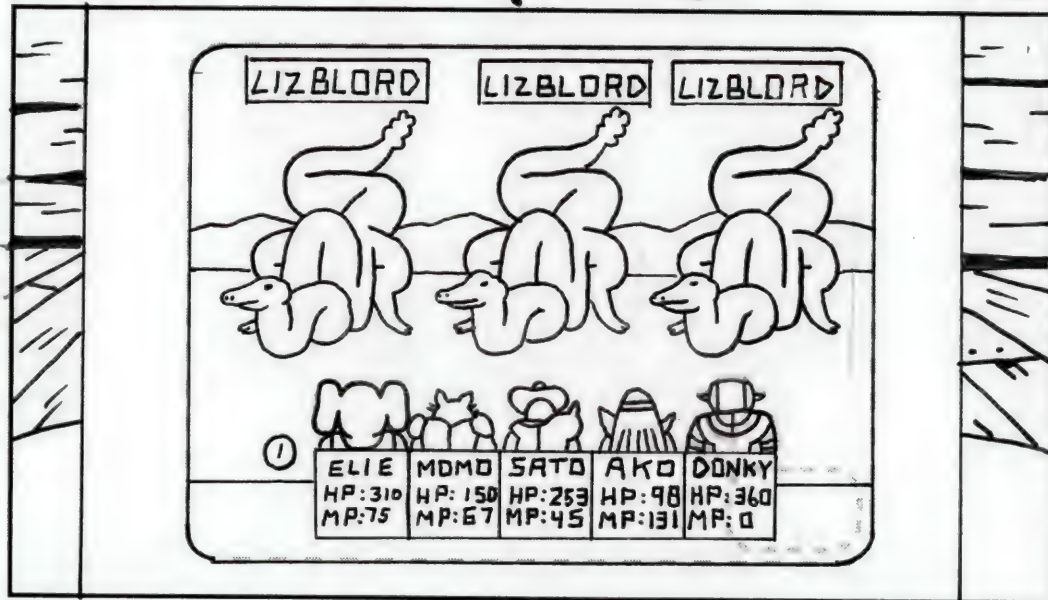
1034/231

ADVENTURE TIME

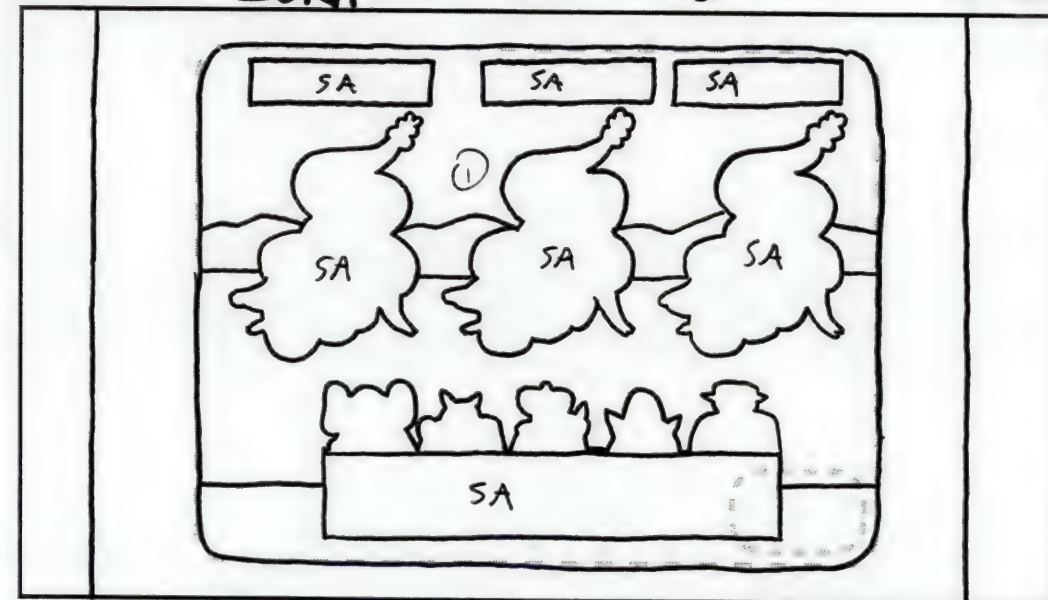


Page **244**

Sc. **192** Pnl. **A** Bg. day night



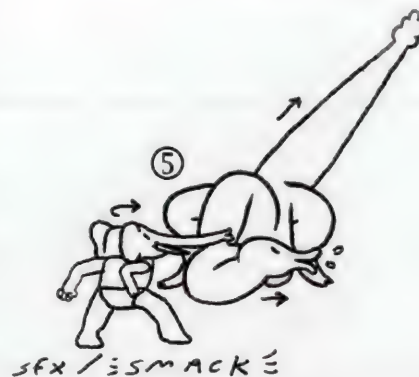
Sc. **192 CONT** Pnl. **B** Bg. day night



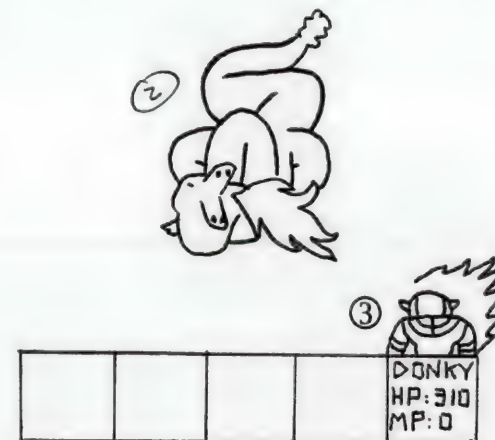
Dialog Finn Man. I can't believe all you can do
(9/5)

Action Elie attacks
Middle Lizblord

Timing



F: (cont) is upgrad your armor in this game.



AUG 28 2015

Production:

EPISODE #

1034-231

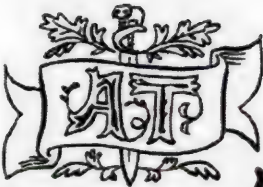
1034/231

1034/231

1034/231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

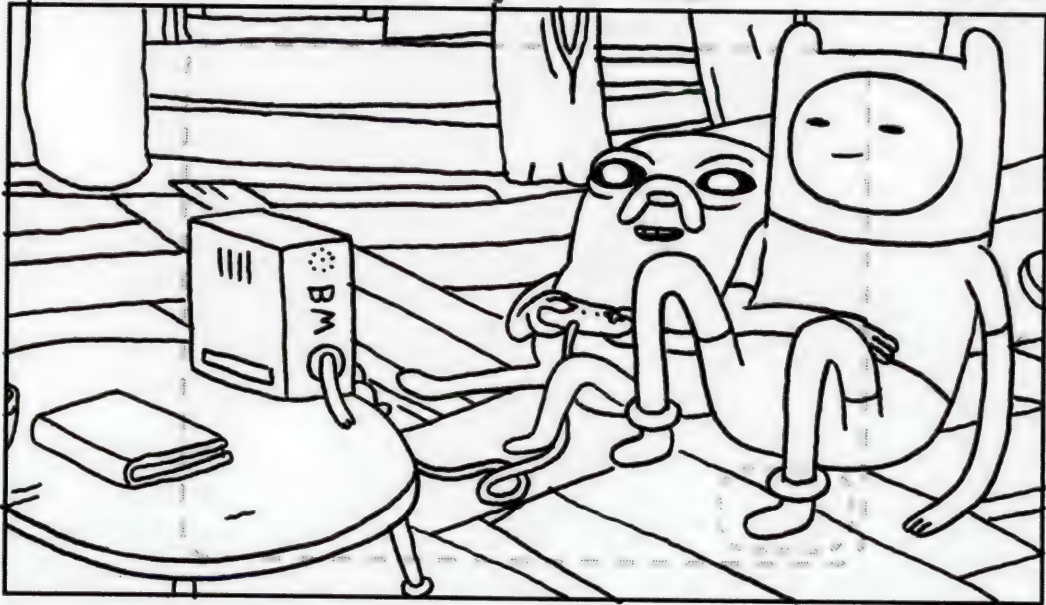


Sc. 193

Pnl. A

Bg.

day night



Dialog: Jake/ It's all about patience.

Action:

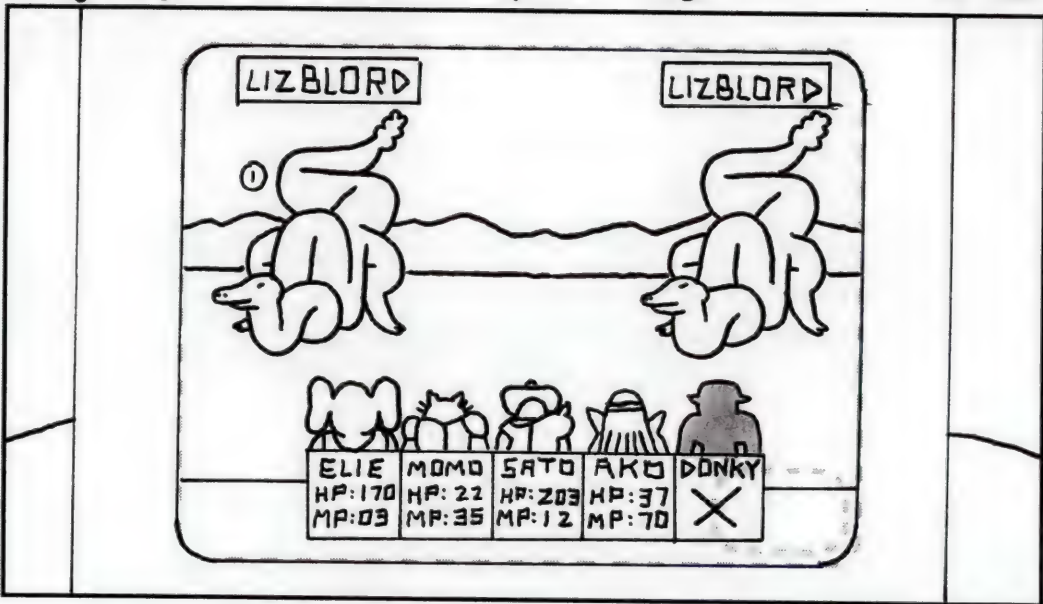
Timing:

Sc. 194

Pnl. A

Bg.

day night



Jake/ and treating each grueling repetitive battle as if it were your first
(8/5)



AUG 28 2015

Production:

Page 245

EPISODE #

1034-231

1034/231

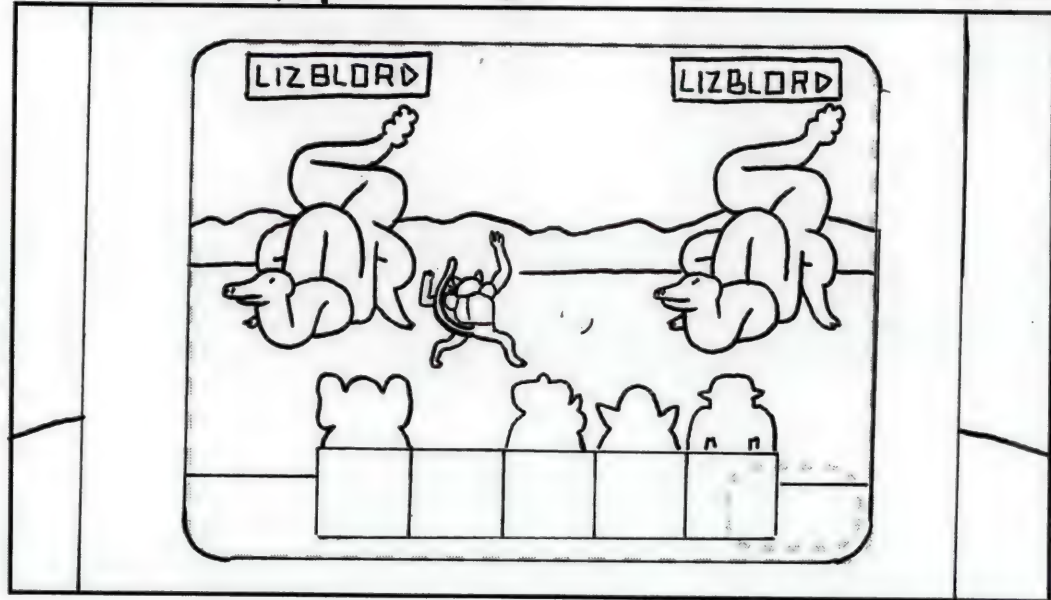
1034/231

ADVENTURE TIME



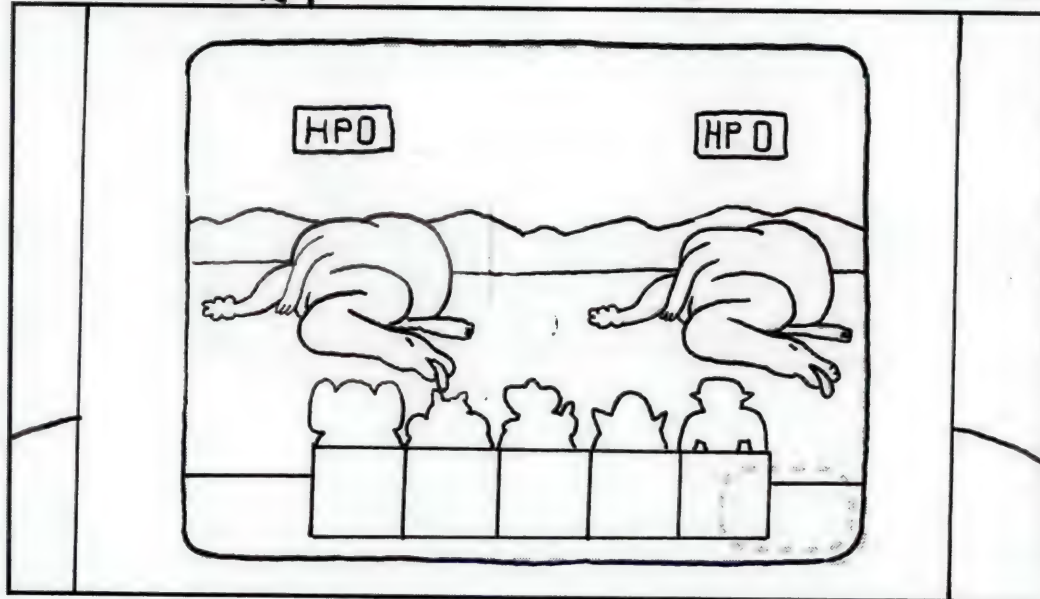
Sc. **194** CONT Pnl. **B** Bg.

day night



Sc. **194** CONT Pnl. **C** Bg.

Page **246**
day night



1034-231

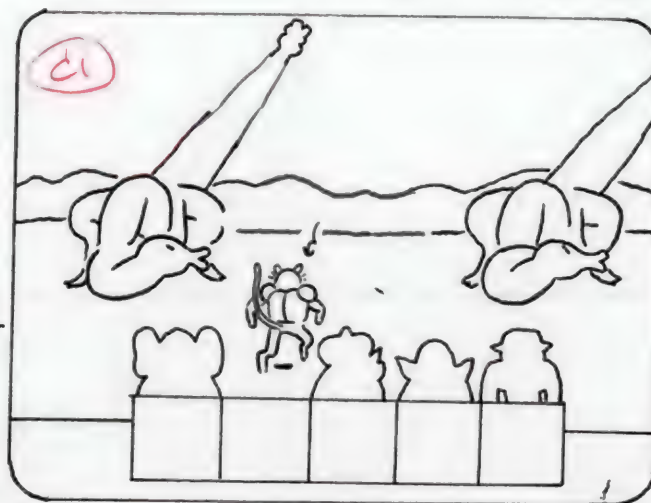
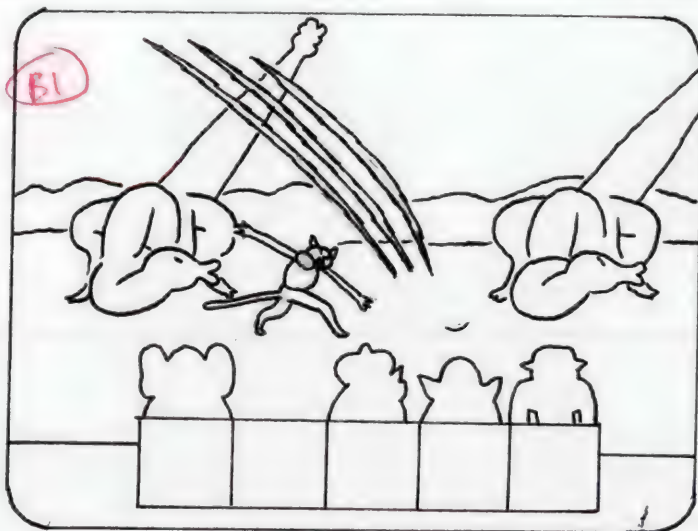
EPISODE #

1034/231

Dialog:

Action:

Timing:



AUG 9 8 2015

Production:

1034/231

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purpose, and may not be sold or transferred.

ADVENTURE TIME



Sc.

194 CONT Pnl.

D

Bg.

day night

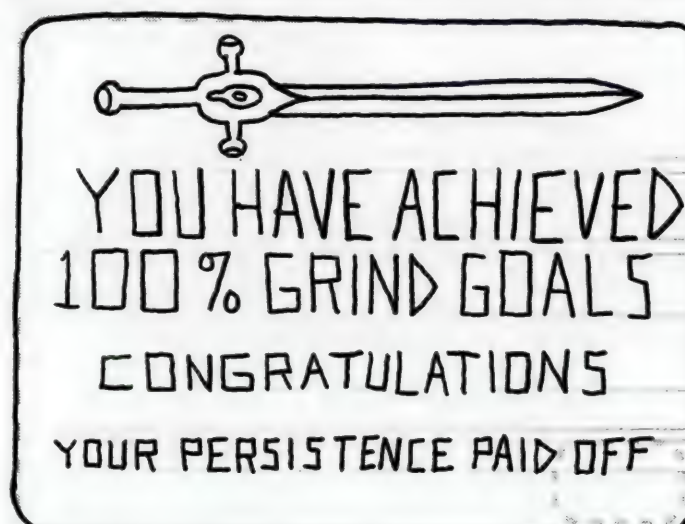
Sc.

194 CONT Pnl.

E

Bg.

Page 247
day night



Dialog:

F / OH SNAP!
(9/5)

Fiññ! Finally!
(9/5)

Action:

Timing:

AUG 28 2015

EPISODE #

Production:

1034-231

1034/231

1034/231

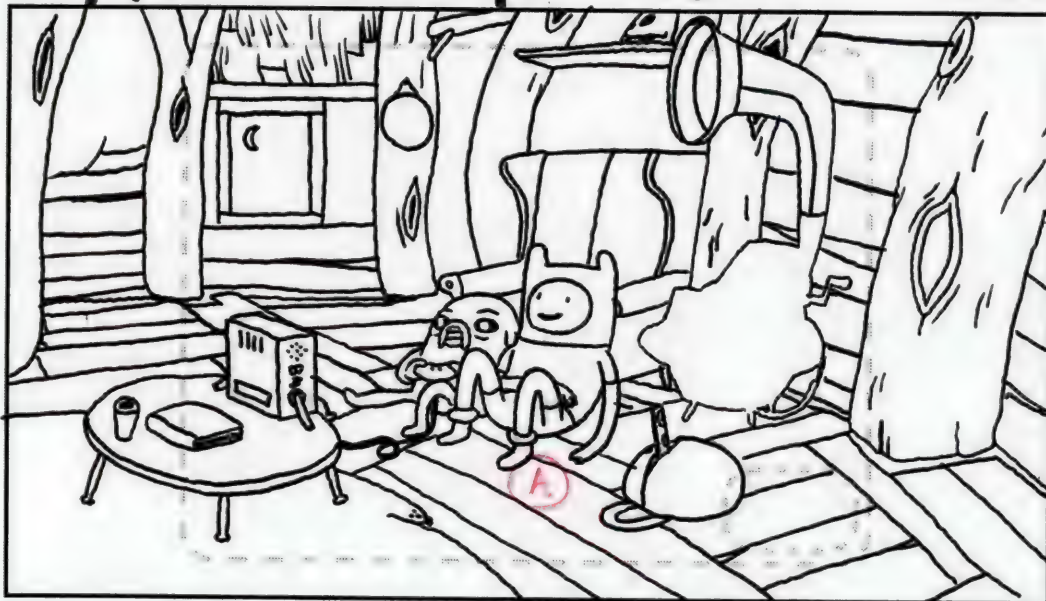
1034/231

ADVENTURE TIME

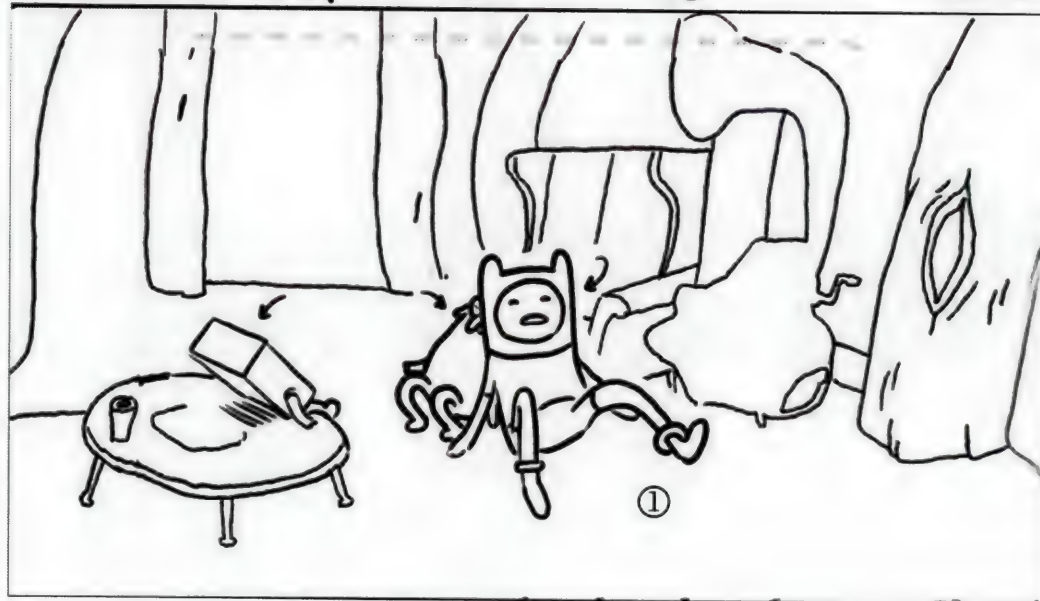


Page **248**

Sc. **195** Pnl. **A** Bg. day night



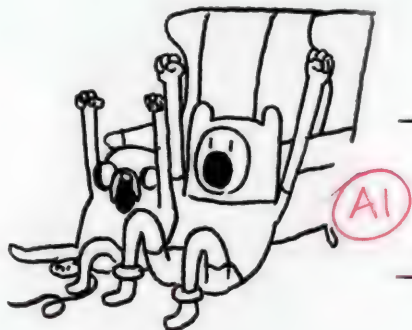
Sc. **195 CONT** Pnl. **B** Bg. day night



Dialog: **F+J / WOOO!!**

Action:

Timing:



F+J / BLEH

(F+J slump on the floor)

AUG 28 2015



1034-231

EPISODE #

1034/231

Production:

1034/231

ADVENTURE TIME

Sc. 196

Pnl. A

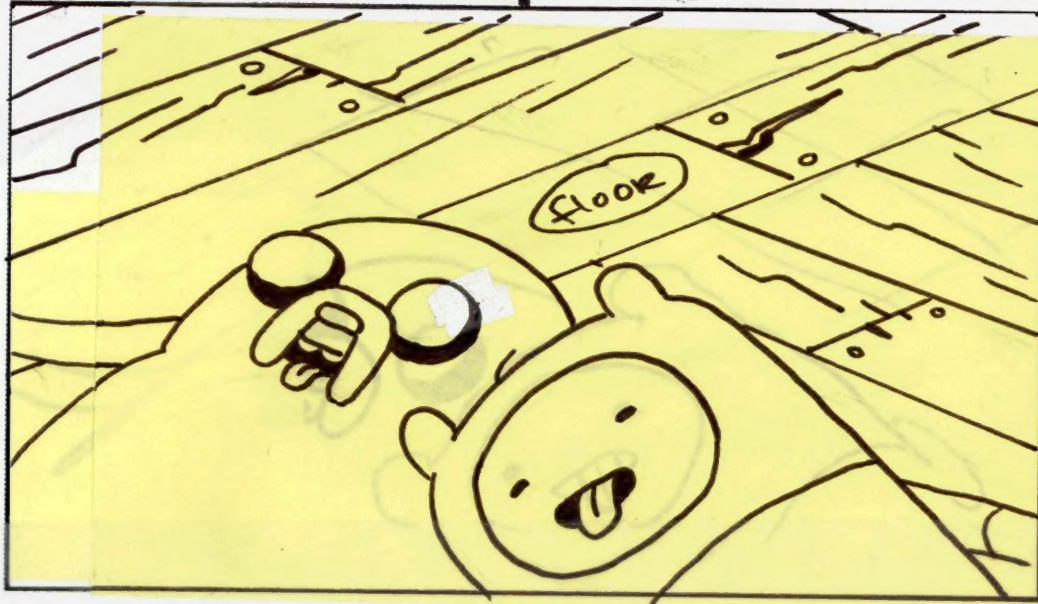
Bg.

day night

Sc. 196 CONT Pnl. B

Bg.

Page 249
day night



Dialog:

Action:

Timing:

E / What a bad
and boring
game.

It was just what I
needed!

AUG 28 2015

EPISODE #

1034-231

Production:

1034/231

1034/231

1034/231

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 196 CONT Pnl. C Bg.

day night

Sc. 196 CONT Pnl. D Bg.

Page 250
NO PG 251
day night



Dialog:

J/ I'm sorry it didn't
work out with
Huntress Wizard, man.

Action:

Timing:

J/ she just needs
time to miss how
cool you are.

AUG 28 2015

EPISODE #

Production:

1034-231

1034/231

1034/231

1034/231

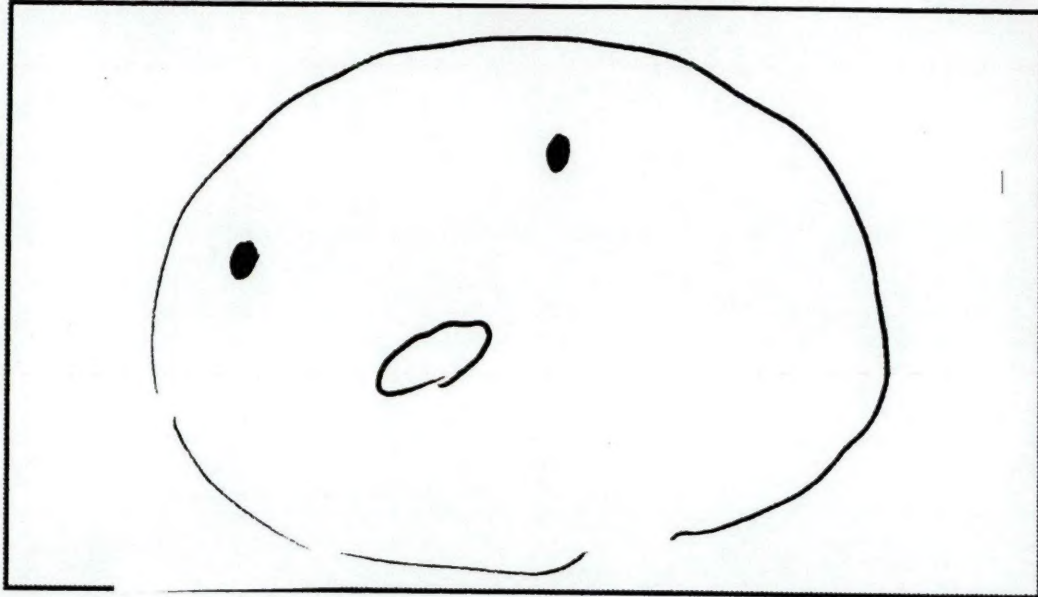
©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



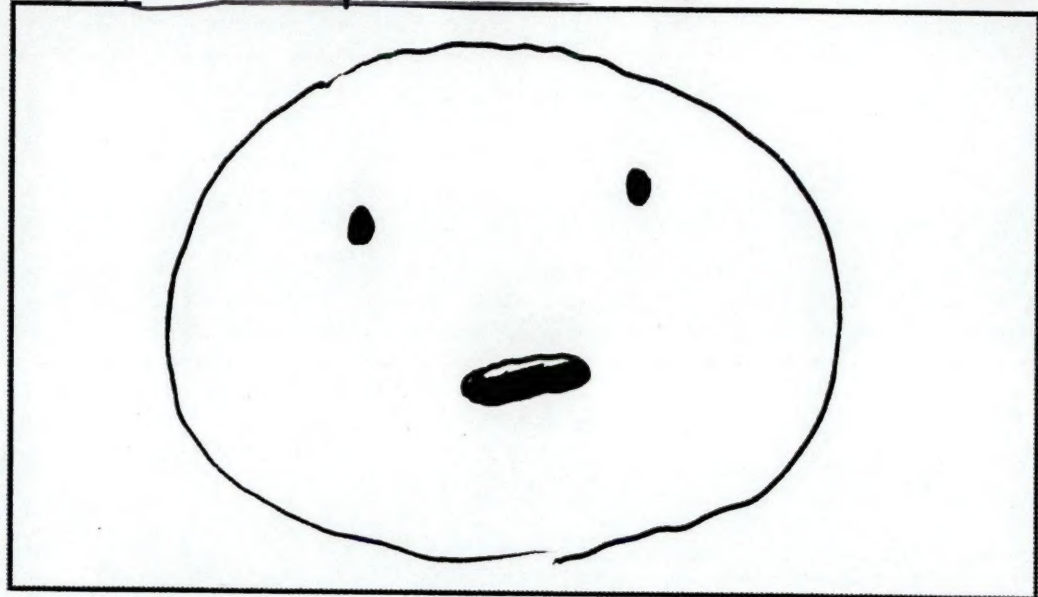
Sc. **197** Pnl. **A** Bg.

day night



Sc. **197 CONT** Pnl. **B** Bg.

Page **252**
day night



Dialog:

F/ Attracting forces
Come and

Action:

F/ go man.

Timing:

AUG 28 2015

EPISODE #

1034-231

1034/231

Production:

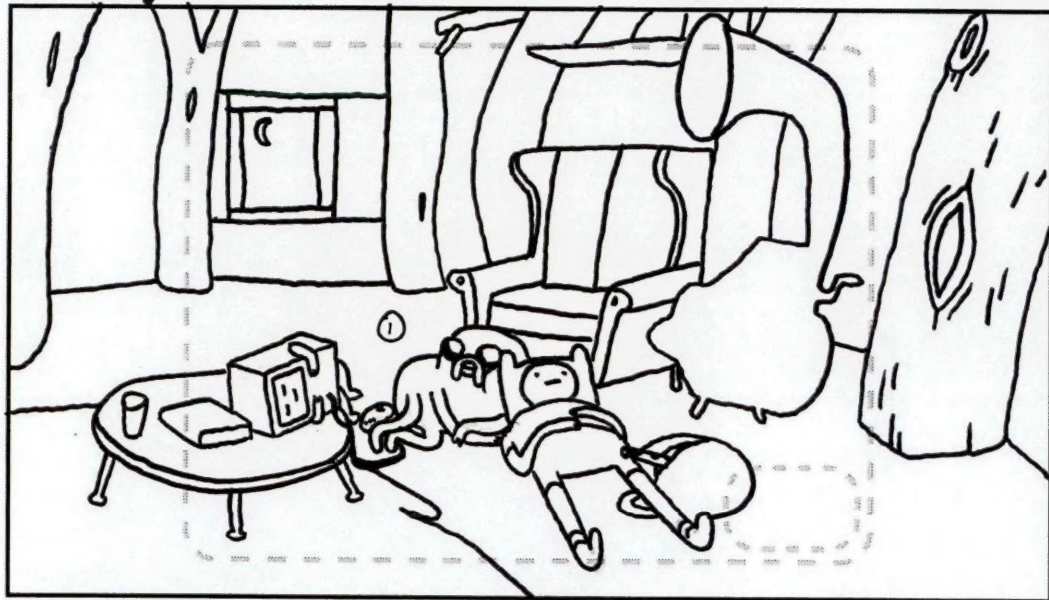
1034/231

ADVENTURE TIME

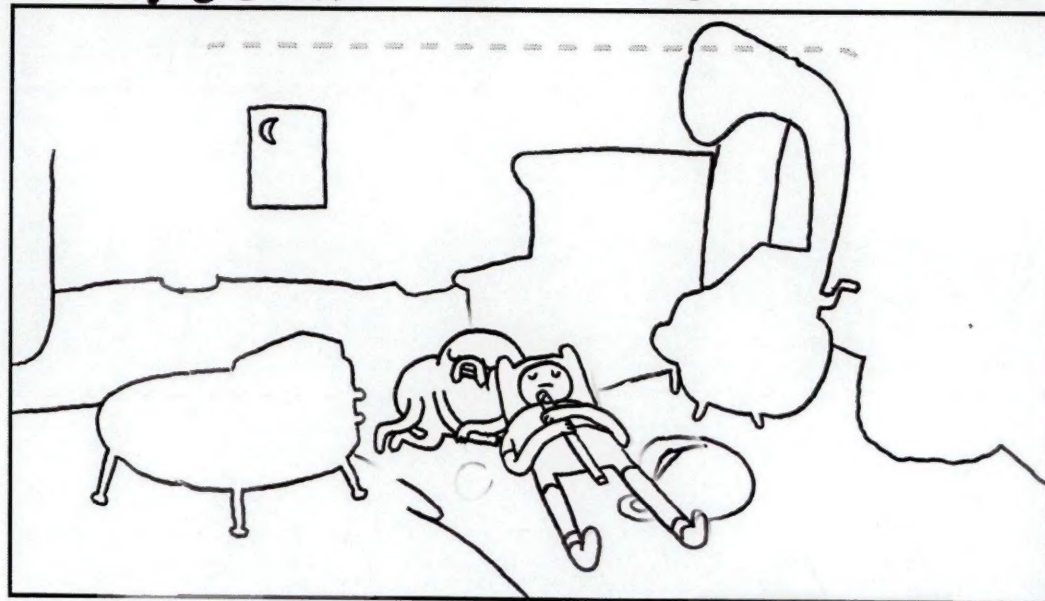


Page **253**

Sc. **198** Pnl. **A** Bg. day night



Sc. **198 cont** Pnl. **B** Bg. day night



(4) - ♪ x - Toot -



-J. CLOSSES EYES.

-F. BLOWS ON FLUTE

-F. CLOSSES EYES

AUG 28 2015

Production:

EPISODE # **253**

1034-231

1034/231

1034/231

1034/231

not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.